



nintendo 64 playstation pame boy sega pc



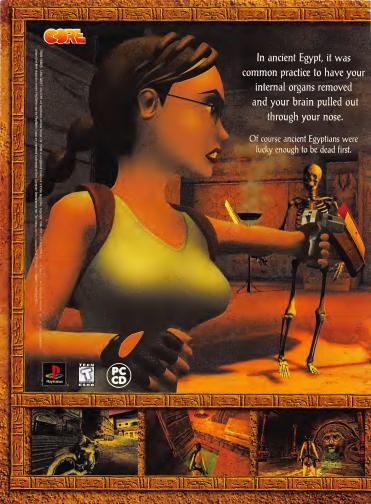














Could the next tomb Lara Croft enters be her own? Find out in Tomb Raider: The Last Revelation, her latest adventure. With scamlessly integrated gameplay and FMV sequences, new skin and 3-D texture mapping, diabolical new puzzles and a totally new inventory control system this is a totally new Tomb Raider. Let's just hope it's not Lara's last.

TEVELATION tombraider.com

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GameFan Online

DIRECTOR OF MARKETING CUSTOM PUBLISHING MAN GRAPHIC ARTIST

PRODUCTION COORDINATOR Melissa Seltzer Shinno Media

ISSN# 1092-7212

WWW.GAMEFAN.COM

there's one thing the video game biz is remarkable for, it's the large number of complete turnarounds many developers and publishers have made. Just when you think a company has given up the ghost, there they are, back in the thick of it and at the top of the heap in some cases. For example, companies like THO and Activision: both I A-based powerhouses were on the cusp of oblivion in the early '90s and now look at them. Not only have they completely turned around, they're also among the most prolific publishers in the world today. In fact it's quite funny to think that Sega was "doomed" and "going out of business" just a year or two ago. Coming off of a complete international disaster in the form of Saturn (with only moderate success in its native land), many figured they were done for. While they're far from completely out of the woods, the smart money is on a return to at least a portion of their former greatness. Even GameFan seems to have benefited from the remarkable resiliency of all things related to this biz. How many people out there figured we'd be alive and kicking after all the tumultuous times we've been through?

Which brings us to this month's cover story: Eidos' Fear Effect, developed by Kronos, a company whose name has been synonymous with trash ever since Vic Tokai's Criticom debuted around the PlayStation's launch (they also handled the CGI in Eternal Champions Sega CD). A legion of titles (not guite as poor as the first) followed: Cardinal Syn. Dark Rift. Meat Puppets... it seemed no console was safe from their hellishly unskilled predations. In fact, I can recall a producer at a company (that shall remain nameless) who asked us not to mention Kronos was involved with one of their earlier published efforts. Heck, many began to wonder why on earth anybody was still giving them development contracts and/or publishing deals.

them. Kronos marks a complete and utter turn around with Fear Effect.

Whereas the best you could say about Kronos before FF was that they were the guys that made one of the fighting games for N64... well this game seeks to change all that. What Fear Effect does is illustrate something very important: the fact that every game deserves a chance—whether it's by Kronos or Rare. Sure, we could have immediately written off Fear Effect as another poor game from a horrid company that we were praying would go away-not that we didn't get the initial urge to run away screaming-but Kronos managed to prove that no matter where you come from, you're still capable of doing something impressive if you put your mind to it. It's just unfortunate that a lot of other people probably won't feel nearly as 'generous' in their appraisals.

Now that I've gotten that out of the way, let's take a gander at what we have planned for next month (can you tell it's a slow month in Ed Zone land?): We have hig news in the form of a world exclusive on a certain GameFan (ISSN#: 1092-7212) Volum

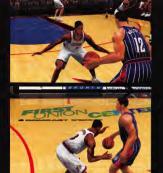
dinosaur hunting lad you 8 Issue 2 February 2000. Published may have romped across the N64 with a time or is get ready to rock one more time... and I could-

n't be happier!

monthly by Shinno Media Corp. 6301 DeSoto Avenue Unit E, Woodland the N64 with a time or two. I'm not naming then (12 issues) is \$24.99, \$49.99 in names, but all I can say Canada, \$69.99 other loreign, Please remit in U.S. tunds only. Pl 60 days for your first issue Periodical Postage Rates Paid at Los Angeles, CA and at additional mailir POSTMASTER: Sen change of address form to: Shir Media Corp. 6301 DeSoto Aver Unit E. Woodland Hills. CA 91367.



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— Twenty-nine teams throw down in 28 arenas with 1300 motion-captured moves, actual NBA coaches' playbooks and jawdropping action down to hand signals, tattoos and sneaker squeaks. Microwaves don't get this hot, son.







TABLE OF CONTENTS

COVER STORY



COVER ART BY PATRICK "SPAZ" S	SPAZIENTE
Fear Effect	14
Editorial Zone	4
Most Wanted/Top Ten	(8)
Editors' Roundup	(10)
Viewpoints	(12)
PlayStation	(20)
Nintendo 64	(36)
Dreamcast	40
Europa	52
Japan Now	54
Imports	56
GameFan Sports	68
Quarter Crunchers	74
Graveyard	78
AnimeFan	80
Hocus Pocus	(88)
Other Stuff	98
Postmeister	100











Game

INDEX
ALL-STAR BASEBALL 2001 (N64)
ALUNDRA 2 (PS)
ARC THE LAD III (PS)
ARMADA (DC)
BANGAIO (DC)
BATTLE TANX II (N64) BERSERK (DC)
800M80TS (PS)
BRUNSWICK PRO BOWLING (N64)
CHOCOBO'S DUNGEON 2 (PS)
CHRONO CROSS (PS)
CHRONO TRIGGER (PS)
CHU CHU ROCKET (DC)
COMIX ZONE (GENESIS)
COUNTDOWN VAMPIRES (PS)
CRASH TEAM RACING (PS)
DEAD OR ALIVE 2 (DC)
DRACONUS (DC)
DRAGON VALOR (PS)
DUKES OF HAZZARD (PS)
FEAR EFFECT (PS)
FELONY PURSUIT (DC)
FIGHTER'S DESTINY 2 (N64)
FORMULA 1 1999 (PS)
FORMULA 1 WORLD GRAND PRIX (DC) GEKIDO (PS)
GRAND THEFT AUTO 2 (PS) INTERNATIONAL RALLY RACING (PS)
Jojo's BIZARRE ADVENTURE (DC)
KNOCKOUT KINGS (PS)
MAGICAL DROP F (PS)
MAKEN X (DC)
MARCH MADNESS 2000 (PS)
MARIO PARTY 2 (N64)
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Famine.

Revolt.

Plague

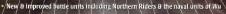
Rebellion.

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War-torn China awaits your unification.

Romance VI of the three Kingdoms

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- Redesigned Battle system & new Plot system for more tactical latitude
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- Over 500 characters and 100 historical event sequences
- New personal goals/ambition parameter 8 defensive traps
- New Chronological Records system comparing player progress to historical events
- 7 new short scenarios & 7 full-length campaigns
- 1/- 8 Player excitement





Remainrevi



TOP TEN MOST WANTED

February 2000

DEAD OR ALIVE 2

PUBLISHER: TECMO



GAMEFAN EDITORS' TOP TEN

1) CRASH TEAM RACING - PS

READER'S TOP TEN

- 1) Sour CALIBUR DC
- 2) WWF WRESTLEMANIA 2000 N64 3) FINAL FANTASY VIII - PS
- 4) RESIDENT EVIL 3: NEMESIS PS 5) SONIC ADVENTURE - DC

- 6) LOK: SOUL REASVER PS 7) CRASH TEAM RACING - PS 8) WWF ATTITUDE - N64
 - 9) NFI 2K DC 10) DONKEY KONG 64 - N64



SOUL CALIBUR

READER'S MOST WANTED

- 1) DEAD OR ALIVE 2 DC
- 2) SHEN MUE DC
- 3) RF+ CODE VERONICA DC
- 4) SNK VS. CAPCOM ARCADE
- 5) PERFECT DARK N64

- 6) SPIDERMAN PS
- 7) STREET FIGHTER 3 W IMPACT DC 8) CHRONG CROSS - PS
- 9) VAGRANT STORY PS
- 10) TEKKEN TAG TOURN. PS2

*IMPORT TITLE



4) BANGAIO* - DC 5) BERSERK* - DC

1) RAKUGAKI SHOWTIME* - PS 6) RAYMAN 2 - N64 7) ZELDA DX - GBC 2) CHU CHU ROCKET* - D€ 3) TOMBA 2 - PS

DONKEY KONG 64 - N64 9) RESIDENT EVIL 2 - N64 10) M.U.S.H.A. - GENESIS



1) VIRTUAL ON 2* - DC 2) CHU CHU ROCKET* - DC 3) VIRTUAL ON 2 V5.4 - ARCADE 4) MONSTER RANCHER 2 - PS

6) MAGICAL DROP F* - PS 7) MAGICAL DROP POCKET - NGPC 8) Wrestlemania 2000 - N64 9) KOF 99: MB - Arcade 10) VIRTUA FIGHTER 2 - SS



5) VAGRANT STORY - PS

2) TONY HAWK'S PRO SKATER - PS 3) RAKUGAKI SHOWTIME* - PS 4) FEAR EFFECT - PS

6) VIRTUAL ON 2* - DC 7) LOK: SOUL REAVER - DC 8) DANCE DANCE REV. - ARCA DANCE DANCE REV. - ARCADE
SILENT BOMBER - PS 10) CHOCOBO'S DUNGEON 2 - PS



2) CHRONO TRIGGER* - SNES/PS 3) CHRONO CROSS* - PS 4) MONSTER RANCHER 2 - PS ROLLERCOASTER TYCOON: CORKSCREW FOLLIES - PC

1) WORMS: ARMAGEDDON - DC 6) RAKUGAKI SHOWTIME* - PS 7) CHU CHU ROCKET* - DC 8) Q*BERT - PS 9) RAYMAN 2 - N64 10) B.C.'s Ouest For Tires -COMMODORE64



1) CRASH TEAM RACING - PS 2) CHU CHU ROCKET* - DC 3) VIRTUAL ON 2* - DC 4) RAKUGAKI SHOWTIME* - PS DONKEY KONG 64 - N64

6) RADIANT SILVERGUN* - SS ZOMBIE REVENGE* - DC F1: WORLD GRAND PRIX - DC 9) SEGA RALLY 2 - DC 10) GIGA WING* - DC



1) EVERQUEST - PC 2) WORMS: ARMAGEDDON - PC 3) CHU CHU ROCKET* - DC 4) NBA 2K - DC

6) NRA SHOWTIME - ARCADE GRAND THEFT AUTO 2 - PS 8) WORMS: ARMAGEDDON - DC 9) MONSTER RANCHER 2 - PS 10) ADDAMS FAMILY PHRALL SP. FO

THIS MONTH'S GUEST:
CHRIS RAUSCH
GAME DESIGNER, TONY HAWK'S PRO SKATER, NEVERSORI

THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY! ALL YOU HAVE TO BO TO EXTER THE GRAWING IS WRITE SOWN A LIST OF TOUR TOO 10 PAYORITE ALMES AND THE 10 GAMES YOU WANT WE MOST

THAT AREN'T OUT YET, OR A PIECE OF PAPER OR A POSTCARD THER SIZE THEM TO: GAMEFAN TOP TEN, 6301 DESOTO AVE., SUITE E WOODLAND HILLS, CA 91367

YOUR CHOICE OF ONE OF THE PICKS

OF THE MONTH IN VIEWPOINT.

A FREE YEAR OF GAMEFARE THE BEST MAGAZINE IN THE UNIVERSE CONGRATULATIONS TO LAST MORTE'S WINNESS.

FIRST PRIZE: SECOND PRIZE: THIRD PRIZES CASPER CHAVEZ HOWARD LIU MICHAEL KATZ UNION CITY, CA TUCSON, AZ DRAWING IS LIMITED TO ONE (1) ENTRY PER PERSON PER MONTH. DRAWINGS WILL BE HELD ON THE 21ST OF EACH MONTH. THE THREE (3) WINNERS WILL BE NOTIFIED BY MAIL AND LISTED ON THIS PAGE. FOR A COMPLETE LIST OF RULES AND REGULATIONS WRITE: GAMEFAR TOP TEN WITH SELF-ADDRESSED & STAMPED ENVELOPE.

DEVELOPER'S TOP TEN

1. Wrestlemania 2000 - N64 2. Tony Hawk's Pro

- Skater (of course...) PS 3. Ready 2 Rumble - DC
- 4 NRA2K DC
- 5. Resident Evil 3 PS
- 6. Crazy Taxi Arcade 7. Donkey Kong 64 - N64
- 8. NFL Blitz 2000 DC
- 9. Crash Team Racing PS

10. Street Fighter EX2 - Arcade

WRESTLEMANIA 2000



PUBLISHER: THO

"Man, that was a lot tougher than I thought it would be. I started this out as an all-time list, but there's no way I could narrow it down to under 117 games. I'm sure some of these will drop off of the chart once Excitebike 64 and Perfect Dark come along, but for now there it is. Spiderman, THPS2, Spiderman, THPS2, Spiderman, THPS2,..."





Coming Soon!



SING Corporation of America, (877), 341-8289 or visit vivous-injusa come (1998 SMK, All Rights Reserved, SMK, SMK (pop. Samural Shotkwant, Valerides Ragol, and Samural Shotkwant, Valerides Ragol, and Samural Shotkwant (pop as ear either registered and seniors of traderiar of SMK Corporation of America, PlayStation and the PlayStation lopos are registered restemants of Sony Computer Entertainm Inc. The radiation play is a six hardward of the Infrastruct of plant Softward Association.



The life of a ninja gamer: fraught with peril at every lesp, a baddie behind every crate, and a beas behind every corner... But there comes a time in every gamers' life when clickne reaches for that power workth and returns to the feal World capses. So if you're all wondering—or if you're not—here's what we do when we're not playing games...

ecm@gamefan.com



EUM

ECM spends his free time pondering imponderables such as why it is Roadhouse isn't on DVD yet; why budging muscles aren't an adequate replacement for proclous inches; in height; and exactly how low can Ed Round-Up jokes go?

ghiggins@gamefan.com



THE JUDGE

The Judge is one of the more physically active specimens among us. This athlete extraordinate gets the fectosterone flowin! workin up as sweat every Wednesday right in a heated match of... bowling? Hey, after enough \$2 beers, you'd think bowling was a Man's sport, too.

eggo@gamefan.com



EGGO

Eggo spends his weekly five minutes in the Real World at the beach, rollerblading. Yes, Eggo, gawk at that which you will never have, a beautiful, beach burnry who could care less that you can beat RE3 in under three hours... No seriously, man, she doesn't care...

furv@gamefan.com



FURY

Since Fury always manages to scurry out of the office before everyone else, it has been whispered that he may in fact possess a "life" outside of GameFarl Worried that he might be bucking the trend, we followed him, only to discover him working the wax hand cart... again.

dangohead@gamefan.com



DANGOHEAD

when Dangonead isn't playing console games at home, or beuting the latest SNK and Capcom lighter at work, the People's Dango spends his lifteen minutes of free time at his home away from home arcades, as the Weekend Warrior...<siah>



THE 6th MAN

GameFan's intern, the 6th Woman, is regularly chastised for the countiess hours she spends on the phone everyday. Whether these are actual friends she's talking to or her mother (we suspect the latter), she certainly earns the über-mysterious moniker, UMF.

www.gamefan.com



Check out the all-new



Trite artr

reubus@gamefan.com



REUBUS

heubus spends his late hights hanging out with all the aging rock stars in Hollywood, mulling over the past and wondering, "Why is Skid Row being played on my 'Classic Rock' radio station?"

waka@gamefan.com



WAKA

enjoyment from scaring other drivers on the road, giving them dirty looks and flashing his tats and piercing. Of course, it's hard to led threatened by a pudgy, unarmed gangster, yo...

tao@uamefan.com



TAN

lão tries to project the aspiring artist mage. But while he'd like us to think no's secretly drawing up a storm in his studio at home, we know he's really ust another staving sidewalk artist lown at Third Street Promenade.

PRODUCTIVITY KILLER OF THE MONTH Mission Impossible Pen

Height: 4.43 in. Weight: 1.37 oz

Blood Type: A Special Abilities Wookie War Cry

Infogrames had a strong candidate for Chicken of the Month with the Mission: Impossible pen, but it turned out to be more of a productivity killer instead. With just a flick of a switch, you can record voice messages and store them for later playback... all in a normal-looking, unsuspecting pen!

Put that sort of stealthy, secret agent power in our hands and what do we do? Record each other unawares... For example, we caught The Sixth Man saying things like, "What's the name of Dodger Stadium?" Or the time Fury said, "I can't call Heather now. She's in San Francisco!" Keep in mind he's in the same time zone. But the best was when we made fun of online edi-

tor Lagi by recording Chewbacca's yells from the Star. Wars movies and playing them back over the intercom or via the pen. All this because he has a tendency to mumble when he speaks...do you know wookie?

Beware prospective newcomers... GameFan appears to be a dream job-playing video games and getting paid, but are you ready for the constant heckling and chopping down of egos that awaits the "New Guy?

This month in GameFan's

Thoughts in a Gamer's Brain

Thanks to the latest breakthrough in modern day science, we discovered a new machine that's actually able to read a person's thoughts. What's the first thing we did? Head over to our nearest retail store to see what wacky thoughts go on in the mind of a video game sausage. Here's the startling results:

Lara Croft... yeah, she wants me---bad. -- 38%

How am I going to come up with \$500+ for a PlayStation 2 with extra controller, memory card, sideways console stand, DVD player accessory, add-on toaster, can opener, pocketknife, etc. - 27%

If I connect two VMUs, align them with the poles, during a lunar eclipse, turn my console sideways, and use an eye of newt, will I finally be able to play NFL2K on my import Dreamcast? - 14%

Who exactly is stupid enough to buy Superman 64? — 8%

Must remember to pre-order WWF Smackdown -Keeping track of constantly slipping release date for: a) Shen Mue b) Perfect Dark c) Dragon Quest VII - 5%

In all honesty, how big could Dango's head really be? - 1%

CITICICEN OF TITLE MONTITI

Crank Radio

A few months ago, Capcom graced us with a very cool hand-powered lantern, which was also Chicken of the Month. Well it seems their team of crack crank-scientists has been hard at work ever since. Their latest hand-powered product of joy?

A radio which never needs batteries! It's even got a solar panel if you get lazy—perfect for the beach. Just turn the crank a few times. Resident Evil-style, and the radio's juiced for over half an hour.



But don't let

Cerberus get anywhere near the thing or he'll pollute your ears with the sounds of Britney Spears, U.F.O., and Ricky Martin. His musical taste was suspect to begin with, but we recently discovered him in possession of the Devil's Seed itself: the Pokemon Movie soundtrack!

Eggo fought long and hard for the radio, and it currently resides on his desk. But we don't understand why he's so excited about an object which requires repetitive hand motions to power? Word has it, if you play with that thing too much you'll go blind.

sausage of THE MONT

This month's Sausage of the Month is of the wrestling variety. Meet John Nguyen, a personal friend of Dangohead (he was sucked into the gravity well of that cranium of at an early age, and never got out) and wrestling freak extraordinaire. He's so into it, in fact, that he plays every wrestling game out there and he spends months with the Create-a-Wrestler modes duplicating every member of his fraternity. In this picture, he's barely containing his excitement, as he holds WWF Wrestlemania 2000 in his hands for the first time, while giving

us the People's Eyebrow. We've heard horror stories of how John will perform 'wrestling' moves at a party if he gets drunk enough (we'll leave the punch line to you).



If you'd like to be Sausage of the Month, just send in a picture and give us some examples of how hard-core you really are, and you could be immortalized in the hallowed pages of GameFan! Direct all entries to Posty's address.

Worms: Armageddon (DC)



Chocobo's Dungeon 2 PlayStation Square Dungeon Reviewed page 31

























Puzzle Reviewed page 26













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899





overyone, it's Invited Media 3.1.

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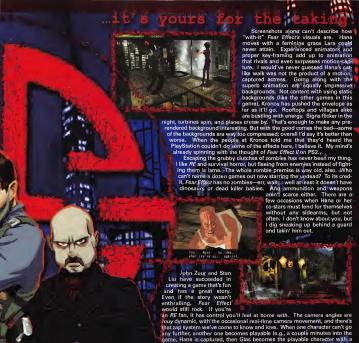












effect

game, Hana is captured, then Glas becomes the playable character with a different objective). Though it was also featured in RE2, this system breaks up any monotony developing with a single character. It takes a lot of hard work to

get what you want sometimes. but it appears Kronos may be on the brink of its first really

good game. After a series of games that haven't made the grade, it's encouraging to kno that Kronos is reaching the plateau. What we have he ain't bad at all. Some of enemy placement and back ground quality I can do without, but Fear Effect is well worth your time.

fear effect: why GF staffers avoid the rest room for approx. an hour after use by Cerberus. (GF Dictionary Entry F-119.17)

Interview with John Zuur Platten Director/Producer of

GF: Can you give us a rundown of what you've done? the Producer, Director,

Writer, Designer for Fear Effect. I've been in the games business since 1993. I worked on the Sega CD as well as PC. My first project was the Visual Effects Supervisor for FMV titles. These projects were Ground Zero Texas and Double Switch for the Sega CD. I then created a Sega CD game called Tomcat Alley, which I was the Writer, Designer, and Producer for.

After that, I worked over at Propaganda (a division of Phillips Entertainment) and developed a number of titles for them. I did the PC game Johnny Mnemonic. After that I worked for EA and Origin. And I've worked on multiple design projects. Most recently, I've worked on some of the early development for Battle Zone and now Fear Effect.

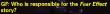
GF: Kronos has never been thought of as a good developer, and I'm sure Fear Effect will change this, what made you want to come to Kronos?

Personally, it was meeting the people here that really got me interested. At the time, I was an independent contractorsort of a gun for hire. I would go around solving problems for people, helping them with design issues, or coming up with weapons, characters, and plot points. I also thought of how design could be integrated into story and gameplay. Then my son was born in June of '97. So as I

sat down and thought about it. I enjoyed the idea of being this hired gun, but it was [un]steady and I wanted something a little more steady. I started looking around at various companies. I saw Kronos and at the time they had a fairly interesting game called Meat Puppet which had a dark, heavy attitude, cyberpunk-like thing going on which has always appealed to me. I met them through the Internet

and called them up, came

on down and met the people. Once I start-ed to get a vibe for the place and met the key players like Stan, the president, Sandy, and the other lead artists, I really thought it was a good group of people that really just hadn't yet found that title. I felt that if I could in some way contribute to that, it'd be a fun experience.



Basically myself, for the most part. The original core ideas and concepts started with Stan. He had this idea about wanting to do an action-adventure that was very cinematic, which was something that I had attempted before and which I felt was on the right track. Stan had this cinematic idea, and he wanted it to have an Asian influence. He had a very basic story of a girl who had run away and was somehow related to Chinese mythology about hell. And that's sort of what I started with. From there, I branched out and really ran with it. The core idea started with Stan, and from there I developed the story and characters.

GF: Why letterboxed?

It turned out to be to our benefit, but it didn't start that way. We wanted the game to be letterboxed all the time because we were going for this cinematic look. We also felt that we didn't want to be cluttering the screen within the actual image itself. By letterboxing it, we were able to use the black bars for our invento-ry elements, and that kept the screen clean at all times. So that became a very nice thing for us. Then on top of that, when we began to figure out how we were going to make this thing, Mike Fernie sat down with us. He had a lot of technical issues to address.



And when we said to him, "Oh, by the way, we were thinking about letterboxing the screen," he said "Great. I've got less video to push around, better for me." So it became an issue that started as an aesthetic but ultimately helped program-ming. And because our engine is doing so much already (our engine is a 3D engine combined with a real-time movie player), it has already maxed out what the PlayStation is capable of. Coming up with this sort of design concept and aesthetic ended up benefiting the programmers in building the engine.

GF: Could you describe how your engine works with polygons and video?

JZP: Fear Effect is a 3D game. When you

move the character, you're moving through true 3D geometry. We don't display the geometry. In its place, we display constantly streaming video-what we call MotionFX technology. What that means is that we have a real-time 3D engine running simultaneously with the real-time movie player. What the movie player does is present to you all the imagery you're seeing, and what the 3D engine does is provide all the collision and interaction in the game. Over that you have a full-3D polygonal character you're controlling. Depending on the character, you're looking at an individual between 600 to 800 polys. We use a seamless model. The difference between our 3D characters and the characters you see in a lot of games is that we decided to go with a real animegraphics style.

So the characters are intentionally made to look animated; they have a very Japanese anime feel to them. We went with a very limited color palette on the characters and very graphical texture maps. What that did is provide us with a character that's very distinct and unique.



GF: Has the game undergone any serious changes or modifications?

character seen in the narratives.

I think every game goes through its birthing phase. The game was actually much larger originally, because I had a lot of crazy notions and ideas. It would have been unproduceable in a single pass. We had to refine the story and lighten certain gameplay elements. But throughout that process, we found a way to bring more control to the character and give the character.

past and we felt it'd be better to key-frame the because We were specifically going for that anime vibe. Sometimes with motion-capture data, you get too much informa-tion. You almost end up with what becomes a person inside a suit when you see, it on the screen. You see

screen. You see
this very basic,
graphical character, but it's moving with such fluidity
that it has a very natural looking form to it,
and it looks jarring and unsettling. We

knew that we wanted to create a distinct vibe. Sort of stylized and in many cases hyper-realistic, and we decided the best way to get that was through key-frame animation. So it start-

animation. So it started with Ted and Francis doing a lot of the key-frames and a lot of our aritists, who were not as fluent with key-frames, started working with them and learned a lot of the techniques. I think, overall, I'm very happoy and satisfied.



see this thing on PlayStation 2. As you've seen from the visual quality we're trying to bring to the game, it's something truly amazing to see. I have yet to put my

truly amazing to see. I have yet to put my hands on a development kit for PlayStation 2. I can only say that from what I've seen and heard, I Fear Effect on PS21 would be quite amazing. Obviously, our goal right now is to make the best game we can and to get it out there. We'll let the market decide if we did a good job or not. I've very confident that with the support of Eidos and the skills that its people have.

decide in we did a good job inct. The very confident that with the support of Eidos and the skills that its people have, this game will do well.

In terms
of potential,
as I men-

take these characters and the story. Should Fear Effect take off, everybody here would love it... to see these characters go other places. One of the things that I think Eidos has been smart about it's even the current market slogan, "Games with character"—and which the gaming public is starting to realize, is that to have a truly compelling gameplay experience, it has to be more than just hot fast as soon as you put your fingers on the controller. It really needs to get to new levels. It needs to have some of those traditional story-telling skills attached to it. I think that much the same way people are getting attached to characters in Resident Evil or Metal Gear Solid or Tomb Raider-I think people are starting to realize that that's truly where you find whether you've done the right thing or not. If you have a compelling character, or a set of compelling characters, being able to take those to other media... that's certainly exciting. I remain optimistic, but our focus right now is to get the game out the door

also been thinking about other places to



After this I just want to take a long vacation. I'm not sure what we're doing next. There's talks of a potential sequel. I had some ideas for interesting gameplay concepts that we could mold into a fairly compelling experience outside of what the current platforms are capable of where the company's heading. I'm not surie. Our the company's heading. I'm not surie. Our thouse faith row is to ship Feer Effect.



70.

acter more to do than what we first hought—so there was a give and take there. In terms of the actual core technology, our lead programmer Mike Fenish had figured out most of it befage we presented the game to Edios's 50 the engine teelf has been in place since we started working on the project, and the core ideas regarding the game have remained, for the most part, unchanged since we started.

many people were on the project and what's that number up to now?

When we started a couple of years ago, there were about four people working on the project. And now, at last court, we have about 25 people working. We have five programmers, three full-time designers (myself included), and the remaining members of the team are artists. We have people who are focused

GF: When you started two years ago, how

GF: There's no motion capture anywhere in the game. Were you happy with what you got?

almost entirely on characters.

We've done motion-capture work in the

tioned, we had a lot of additional stuff that was cut to make game the doable for t h i s PlayStation. A lot of that cool stuff could find its

way into

some sort of

sequel. I've



17







Reviews

Saga Frontier 2





Chocobo's Dungeon 2 **Twisted Metal 4** Preview

Road Rash

fter countless hours in therapy ("Tell me about your Mother, Eggo. Was she a... breakfast cereal?"), and multiple hypnotism sessions, I was finally able to blot out the memory of Saga Frontier entirely. Then, I opened an issue of Famitsu, and it all came crashing "No! A Sequel!" Let's face it. The first Saga Frontier was terrible. There's no defending it; even hardcore Square lovers had to admit that the company had stumbled a bit with that RPG. It played as badly as Fury does Softball, looked worse than Dango in the morning after spending a night at the office, and was as fun as listening to Reubus' tales of the night-life in North Dakota.

Coming from the company that brought us Final Fantasy, Saga Frontier was an RPG



So it's understandable that the announcement of Saga Frontier 2 generated as much fanfare as our Jurassic Park: Warpath tournament... <tumbleweed rolls by>. But as soon as the first screenshots were released, it looked like we might forgive Square after all...

Wanting to turn this series around, the company gave SF a serious facelift. So you've got the highest-paid Beverly Hills surgeon on the payroll, working overtime for two months re-designing the look of this game... (actually, it was a team of 25 artists working over a year). But it won't amount to much if the game doesn't play well, right? Well, the gameplay's been changed drastically... for the better? I'm

not sure about that. Instead of playing like a standard, old school RPG ("Party of Five" before the television show), Saga Frontier 2 is more like reading a storybook than playing a game. Here's what I mean: start the game; sit through 10 minutes of storytelling with the option to save every chapter; play through a brief dungeon sequence; then











go back to reading dialogue for another five minutes: etc. There's probably as much non-interaction as action in Saga Frontier 2. meaning that you'll spend the same amount of time reading and hitting "X" to continue as you willactually 'playing' the game.

While this sounds like a horrible fate, the good news is the story is excellent. The saga that's told deals with multiple generations

of the royal Gustave family. Gustave XIII, the rightful heir to the throne, is spurned by his father (the king Gustave XII) because he does not possess anima-the 'stuff' which lets one cast magic. In a kingdom where everybody can wield magic, young Gustave's inability to do so earns him ridicule from the townspeople and his immediate family. Forced to flee the kingdom with his mother, Gustave takes with him the legacy to the throne. So when his father passes away, the land is in turmoil, clamoring for a king. The battle for succession follows...

Square's localization team is on top of their game with the translation for Saga Frontier 2 The topics are a bit weighty and serious, so it would be disastrous if the script was laughable. But thankfully, it's one of the best translations yet, if not the best ever done by Square. Just know that this is one of those serious RPGs like Xenogears, not light-hearted like a Grandia.

Saga Frontier 2's visuals, which bear a completely different look from than the last game, are fabulous... reminiscent of Final Fantasy Tactics to a degree. The detail in the backgrounds is astonishing, and it's all hand-drawn goodness (which has officially been put on the endangered species list of video games). So enjoy this one while you can. Reading Saga Frontier 2 (since that's what you do half the time) is like experiencing a good book... scratch that, a good storybook. every new screen that loaded, my feelings were a mixture of awe, wonder, and anticipation. This was a visual feast, and I was a starving-for-2D man on a desert island.









States) and thought they were good games. Saga Frontier 2, however, crosses that line between being a 'game' and something else... I'd classify it more as a storybook, with gameplay elements. It's a great title which I recommend to all my friends... but all my friends like to read. Square should just send half the copies of this 'game' to Barnes & Noble and the other half to video game retailers like Electronics Boutique. Everyone should at least experience Saga Frontier 2 once...

though it was the worst Final Fantasy to reach the

Eggo still has Saga Frontier 1 flashbacks whenever he hears words like "Blue" or "Lute," and he has an unnatural fear of lightbulbs.







VIEWPOINT . 83 DEVELOPER - SQUARESOFT
SCORE • 83 PUBLISHER - SQUARE EA

DEVELOPER - SQUARESOFT | 1 PLAYER

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val Tomb Raider..."

-Official U.S. PlayStation Magazine

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onniving, insidious, and all around plain nasty-no, I'm not talking about a mullet. I'm talking about Coily, the purple snake from an era long gone; an era that's nearly forgotten. The game industry may be young compared to others like Hollywood, but that doesn't stop it from having a Golden Age. Q*bert fits into the Golden Age along with classics like Pac-Man, Donkey Kong, and Zaxxon. I didn't see this coming... not in my wildest

dreams. It hit me kinda like a Mack truck on the 405 freeway. Like Pac-Man World, Q*bert has an adventure mode. In contrast to Pac-Man's liberal use of the pellet eater, Q*bert's adventure mode stays relatively true to the arcade masterpiece. So, no, Q*bert doesn't have arms or new skills; maybe an item here or there, but that's all. Adventure Mode boards are new, but all aspects-from control down to the enemies-remain consistent. Q*bert, Coily, and the rest of the bunch look great with their new 3D polygonal bodies. Too bad the backgrounds didn't receive as much work. These same character models are put to good use in the original. Classic mode Q*bert can be played with its dated graphics or with the same 3D models found in Adventure mode. I appreciated Adventure mode even more after spending time with Q*bert Classic. It's hard to believe Q*bert was slower than molasses on a cold day.

An area that could have been better in Adventure mode is block placement, or should

I say camera placement? Take a close look at some of the shots; notice how difficult it is to tell where a block is in some instances? This happens with alarming frequency the further you progress, and the playfields increase in difficulty. On a similar note, I find it very irritating to lose a life after completing a stage. You see, after changing the color of every block on a given stage, Q*bert still has to work his way to the warp gate. If you're holding down the D-pad or make a wrong move after beating a stage, Q*bert's a goner and you're out one life. While mentioning flaws, I have to bring up one that we can blame on the PlayStation pad. It physically hurts to play Q*bert for more than half an hour. An isometric game coupled with a pad that has busted diagonals doesn't make for a happy thumb. The front-end graphics look rushed and aren't very functional, and like I said before, the backgrounds are sorta lame.

I was really excited about playing Q*bert all over again, but close to 20 years later it's not the same. Particularly when the developers chose not to make it something special like Pac-Man World. Three modes isn't enough to keep me into it. Q*bert freaks like The Judge will be all over this one, but I can't help wondering if more could have been done.

Cerberus used to be good at Q*bert, but now he only plays games with six buttons and circular motions.







WOULD BE PROUD. GAMERAN COM

EGGO: M. C. ESCHER DEVELOPER - ARTECH STUDIOS 1-2 PLAYERS PUBLISHER - HASBRO

AVAILABLE WINTER

VIEWPOINT . SCORE: 78

You knew it was going to happen eventually... Sweet Tooth, the "King of Charismatic Car Combat" was destined to get his own show, and Twisted Metal 4 is the realization of that. Ousting Calypso from his position of ultimate power, Sweet Tooth and his upstart band of malcontents take over and throw their own Twisted Metal tournament... and I can't say I like it.

Twisted Metal 4 is quite a departure from the original. If you thought TM3 strayed from the roots a bit, then TM4 severs the ties entirely: Here's a little car combat history for you: the first two games were created by Singletrac, but TM3 & 4 have 989 Studios behind the driver's wheel, after the company acquired the license last year. With the change in devel oper came an all new engine and a very different 'feel' for the Twisted Metal games (Singletrac still owns the original engine hich it's beating to death with Rogue Trip). While TM3 sported a brand spankin' new engine, it still featured many of the original racers, such as Warthog, Thumper, and my personal favorite, Mr. Grimm. But Twisted Metal 4 has an entirely new cast of motor-

misfits. That's right, every playable character



from the prior three Twisted Metal games has been retired to the electronic automobile graveyard in the sky...

So we've got a Twisted Metal game with a dif-ferent engine from the first two, and a whole new cast of car combatants... then what's so 'Twisted Metal about this game? Well, the music is a holdover from last year; Rob Zombie's new album is the source for some of the tracks, but unfortunately, they're remixed (bleech!) ver-sions of last year. Also, the weapons remain true to the series (power missiles, napalm, remotes), and the controls are thankfully familiar (tight turn, turbo, machine guns, etc.).

But there's one crucial element missing which isn't noticeable right off the bat-level design. I still remember fondly my college days, battling Tao on the rooftops of Paris in TM2. Or fleeing













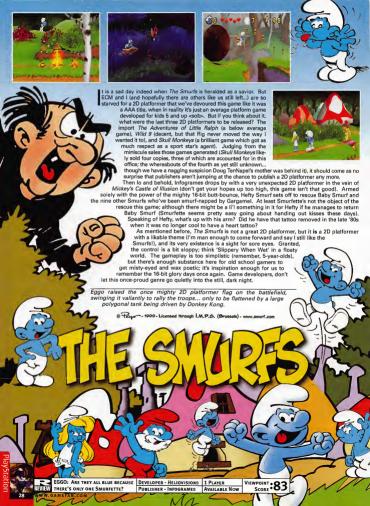
but everywhere I turn, there's general disappointment. There's a brand new create-a-car feature which is innovative and had me excited... until I tried it. Say you want to design a car, I'll walk you through it: pick one of three car sizes, then one of three styles, three paint Jobs, and then choose one of the four special weapons. Not exactly WWF Wrestlemania 2000's create-awrestler is it? I really wanted to like this feature, but instead, it appears to be more of an afterthought than a push of the envelope (and believe me, this envelope needs to be pushed... or hatcheted entirely).



ggo wishes he had some homing missiles for those UCLA Meter Maids.









77/1

hh, the joy of a good license... Of course. I used to believe that developers were only after big names like Die Hard. Star Wars, and Spawn. However, these days, it appears most any license will do. Don't get me wrong, I'm not dissin' the Dukes... (ECM don't take kindly to folk who don't appreciate the good ol' boys), it's just I never thought I'd see games based on the Dukes of Hazzard or the Blair Witch Project. But if it sells-even to a miniscule portion of the gaming community-someone's gonna try and push it. Hey, it worked for McDonald's Treasure Land on Genesis (course it doesn't hurt that Treasure was behind the curtains on that one).

Uncle Jesse, is that really you underneath that polygonal model? Whether you're a big fan of Bo and Luke's onscreen antics or not you have to admit that the theme song to the Dukes of Hazzard is one of the most memorable around. The minute I loaded Dukes up in my PlayStation, it was a stroll down memory lane for most of the GameFan stafferseveryone singing in unison, but off-key, the anthem to that confederate sitcom. But get

past the opener and the shock that vou're actually playing a DoH video game, and you're left with a pretty

mediocre PS title.

Though you spend the majority of the game behind the wheel of the General Lee, Dukes is certainly not your standard racing game. Each stage plays

out like an episode of the show, with a brief cinema beforehand setting up the story. Each has a different, yet basic, mission objective, ranging from Josing Rosco P. Coltrane in a high-speed car chase to saving Uncle Jesse from a gang of bank robbers. A poor-handling General Lee and some pretty crafty Al make for challenging gameplay, but the only thing really unique here is the game's characters. The novelty lies with viewing the many rendered cinemas, not the gameplay.

Unfortunately, visuals took a major backseat to fun racing. While the car models look fairly nice, the tracks themselves are nothing to shout about. If it weren't for the huge leaps followed by the classic "Yeehaw," players might actually find themselves falling asleep at the wheel.

Even though I'm a huge Dukes of Hazzard fan, I wonder if the game was totally necessary. Obviously licenses don't always have to carry the weight of an Episode One, but when the novelty outweighs the gameplay, you've not problems. I'll leave my daily dose of Boss Hog to reruns... thank heaven for TNN.

Fury would like to see more women adopt Daisy Duke's wardrobe.



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hocobo's Mysterious Dungeon Crawl 2hmm... name doesn't have that 'ring' which the marketing types look for, does So maybe that's not the title they wanted to go with, but it's an accurate portrayal of the game: slow-paced (El Niño, post-buffet),

drab and gloomy (Reubus, everyday) and it registers a whopping -5 on the excitement scale (the announcement of Tomb Raider 4: The Last One, We Promise!). Welcome to the thrill-a minute world of the dungeon RPG.
For the uninitiated (consider your-

selves lucky), these types of games consist of adventuring through randomly generated dungeons in search of goodies and stairways to other levels, leading deeper into the monocolored dungeon.
Our torch-wielding hero without arms

is Chocobo, Square's cuddly corporate

mascot ("Wark!" roughly translates to "I'm sickeningly cute, but I bumped my friend Mog out of the mascot job. Muhahahaha!"). Along the way, Chocobo and friends bump into an endless supply of baddies and hidden traps. The respayning ene-mies are there to prevent you from wandering the same area too much, because hit points regenerate with every step you take. The traps cause all sorts of trouble; altering your controls, teleporting to a different room, erasing the map for that level, etc. Speaking of mapping, a large part of the game-

play in CMD2 involves exploring the dungeon

Fortunately, Chocobo doesn't journey alone. Along the way, you'll run into famous Final Fantasy characters such as the white mage Shiroma, Bahamut, and the ever-present Cid. More importantly, friends like Mog (yup, he's not completely out of work, just demoted to sidekick status) will accompany Chocobo for a large part of the game, earning experience for Chocobo while killing monsters on their own. The default game setting is for Chocobo's allies to be NPCs, but by flicking a switch in the option menu, you can set it so that a human buddy controls that companion. The 2-player cooperative mode injects a healthy dose of vitality and fun into this game, making CMD2 more like Gauntlet rather than a typical dungeon crawl.

But even the multi-player mode doesn't com-pletely save this title. It's still a very simple game,

designed to appeal to kids While the randomly generated 100 floor dungeon offers a lot of

playing time the game-play is very repetitive and not a lot of Jun CMD2 carr

feel the need to get some fresh air...

heard Eggo mumbling about Cactrot someday star



We've lately in a game of his own.



leventh hour, end of the issue and ECM hands me Tomba 2. I play, I play, and I play some more... and I love the game-it's the best thing since sliced bread. But when it comes time to put these thoughts down on paper, I'm at a loss for words. Every writer deals with this eventually-an unexpected heaping of writer's block, served with a hefty portion of deadline on the side. Other than the super-sharp graphics, tight control, and involving gameplay, what else has to be said?

Well, did you know it was directed by Tokuro Fujiwara? Name not ring a bell? Maybe games like Son Son, Ghost 'N Goblins, Ghouls 'N Ghosts, and the original Tomba will jog your memory. Also notice that once he hooked up with Capcom. Fujiwara has had a strange infatuation with pigs. Each of his games has had some sort of swine in them, whether it's a main character (Son Son) or an enemy (Ghouls 'N Ghosts).

But I digress... Getting back to Tomba 2, the game's appearance is far more refined. In the original Tomba, the sprites looked cheap when coupled with the 3D backgrounds, but Tomba 2 sports that same cartoony look which made MegaMan Legends so fun to watch. Granted, it's more of the same, but that's a good thing.



When playing a video game, I don't want to think too much. There are exceptions, but usually thinking can quickly take

the fun out of a game. At the same time, I get bored quickly, especially if there's not enough to do. Tomba 2 walks that fine line of giving me things to do (with the many Events), while at the same time delivering plenty of swine and poultry to smite with my Boomerang. Not just that, there's items aplenty, like pants and clothes that do all sorts of wacky things to Tomba such as speed him up or make him



impervious to fiery attacks. And all this with a mere digital controller-funny, the game plays better with digital, rather than analog control. This game's not for everyone (though I know Shidoshi will pick it up because of the pink hair), but Tomba 2 is begging to be played

to death. I'm set in my ways, but 72 is another game which delivers that fresh, non-jaded feeling that made games so much fun 10 years ago. It's not going to shatter any molds like a Mario 64 or Sonic Adventure, but it's damn good, and I recommend you try it. Sure beats playing another stale seguel <cough> Tomb Raider <cough>.

Shortly after finishing this review Cerberus donned a loin cloth and dyed his hair blue (again) to prepare for his game, Tyronba.



CERBERUS: TOMBA,

THE OTHER WHITE MEAT. PUBLISHER - SCEA

DEVELOPER - WHOOPEE CAMP 1 PLAYER AVAILABLE NOW

VIEWPOINT:96



0222029

is the life of a Road Rasher.

I must admit that I have mixed feelings about this title. Road Rash was

one of my fondest Genesis memories. I say "was" because this series has been getting beat into the ground like many of the franchises floating around the industry. What was once a novel, adrenalinepumping game has become a tired, uninspired franchise. What Road Rash needs is a shot in the arm.



While you can expect the gameplay to be the same as past Road Rash titles, Jail Break has added some new elements which are sure to excite fans. Foremost is the implementation of an actual story. Ever seen that Boz film, Stone Cold (one I proudly own)? That's Jail Break. Climb your way through the ranks of a gang and fight your way to the final goal; busting a fellow member out of the Big House.

Also, two new modes have been added that will give the game depth: Sidecar and Five-O. Sidecar is a hilarious multi-player experience where one guy drives the bike and another guy engages in combat from his sidecar. Five-O turns the tables and allows you to play one of the cops trying to pull over the cyclists... but who wants to be the good guy?

Smaller improvements will also be available, like more weapons, and different moves and attack combos for major punishment. What is noticeably not improved much is the engine, which still chugs. A low frame-rate, poor motion capture, and some weak graphics may hinder Jail Break.

Whether or not Jail Break is that shot in the arm is questionable. While I find myself having a good time whacking bikers and evading cops (ah), like the good of days) the fact of the matter is that this engine looks dated... especially compared to other 4th generation PlayStation games. Then again, maybe the developers will be able to up the poly count, frame-rate, and motion capture for the final. Now where's my Skitchin?





IUDGE: "TONIGHT THERE'S

DEVELOPER - ELECTRONIC ARTS 1-4 PLAYERS PUBLISHER - ELECTRONIC ARTS AVAILABLE NOW GONNA BE A JAIL BREAK..."

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Passen

Dragon Valor (Namco) — Brave Fencer, move over. Dragon Valor is Namco's entry into the hack-n-slash RPG genre. Expect typical Namco CG brilliance, as well.











Alundra 2 (Activision) — RPG lovers are going to go chapter 11 this year. Alundra 2 is the sequel to the highly-underrated RPG of the same name. Too bad 2D's been replaced by 3D in this outing.











Gekido (Interplay) — Another PlayStation beat-'em-up? At least Gekido's saving grace is developer Gremlin (Loaded and Reloaded).











International Rally Racing (Konami) — Grab your helmet, gloves and a barf bag, 'cause out of control Rally racing is heading to the PS nearest you, courtesy of Konami. Real rally vehicles make their way through famed rally courses around the globe... but no Pike's Peak?











Countdown Vampires (Bandai) — More Survival Horror for junkies like Eggo. Here's to hoping that Countdown Vampires lives up to the improved quality of Silent Bomber. Time to stock up on that garlic.







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NINTENDO64

Reviews

Ridge Racer 64

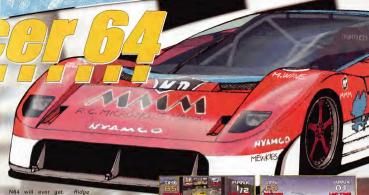


Tigitalite G. Zita Gilonac 30

Resident Evil 2, Tony Hawk's Pro Skater, and now Ridge Reace 64; this tric joins the few, the proud. Not counting simultaneous releases, few major PlayStation properties have made it to the Fun Machine. It appears that games like Tomb Raider, Sproy, and evew Final Fantasy will remain forever confined within the steel walls of Sony. Yet Re2, Tony Hawk, and Ridge Race 44 are doing their part in terms of filling vawning chasms in the N64's über-sparse software library. It's sad... over two dozen rating games, and the system still heart gotten it right—that is, until Ridge Race 46.

when 10n/ NAW. appears on the 19st, I'll be just over six months since its PS release; it took REZ over two years—Ridge Racer has them both beat. Three years is many generations in gamedom. Worth the wait? Well, coming from a certified Ridge Racer fanatic... "Yes!" Most definitely, yes. It's not often that a game Stands the test of time and pulls through with flying colors. Any gamer worth his NeGcon who's played RR64 would agree.

Not exactly a direct port (I hate that word), Ridge Racer 64 is an amalgamation of Ridge Racer, Ridge Racer Revolution, Rage Racer, and, yes, Ridge Racer Type 4. RR64 has everything you liked (and probably didn't like) about the series. Eight tracks make up the racing circuit, which carries on the Ridge Racer legacy (the first and second tracks are from Ridge Racer and Revolution, respectively). However, these tracks look radically different from their PlayStation familia. It pains me to admit it, but the N64 blows the PlayStation out of the water with a SCUD-sized missile in this battle. No pixels, no seams, and-I don't know how NST did this-no draw-in. Aesthetics aside, each stage is patented Ridge Racer, feels like Ridge Racer, and plays like Ridge Racer. Nintendo Software Technologies must've worked very closely with Nakamura's development crew because the feeling of déjà vu is uncanny. RR64 comes as close to looking like a Dreamcast racer as the



Racer's most famous effect, light trails, has been replicated here with stunning, beyond-PS results. Plus, newly-designed car models reflect sunshine and moonlight like never before-can you say reflection mapping and specular highlights? I knew you could!

So it looks better than its now-decrepit ancestors, but how does it play? Good control runs in the family, and

RR64 isn't hindered at all by the cumber-











some N64 controller. A powerslide has never been easier to pull off. Analog control has been implemented, but if it's not a NeGcon, I'll use the D-Pad, thank you very much. Anyone with a shred of skill will be happy to see that every racing technique is present and accounted for. Watch out! It's Reubus coming round a corner with a blistering reverse powerslide...

There's nothing like exploring hairpin turns in new tracks with a familiar car. Whether it's the original Ridge Racer track or the New Mexico-style track, the surroundings are beautiful. I dare you not to double-take when you see the new highways and byways the newest member of the family has to offer.

CDs hold a lot of memory and so, apparently, do N64 carts. Retaining that rave music was a challenge in itself, but it's in there. They're not the tracks we've been listening to for half a decade, but they'll do. A bonus side effect of having a cartridge-based Ridge Racer is that the obnoxious announcer has a lot less to say. Engines roar, tires burn, suspension bounces, and thankfully, the commentary is much more under control.

I'm speechless, it's even harder to finish this review because I can't find the words to convey what I'm feeling. This entire review is a miracle in itself, being that I wrote it after a marathon Ridge Racer session-I've got racing on the brain right now. Ridge Racer 64 is a technical feat, and another example that if the full power of the N64 is harnessed, it can spin vicious 64-bit circles around the aging PlayStation. Every nuance and detail from the Ridge Racer series (including the secret mirror mode) has been carefully replicated. Scares me to think what Tekken would look like on the N64 with an Expansion Pak-dream a little dream with me.

Cerberus used to like powersliding around mall parking lots-until he was pulled over.

















in the PaySatton? I Inthis Haider 3 or Broken Haises and PLASS don't tell me you thought the latter. I'd like to see an end to the whole car-combat some in general. I hate being so blunt, but it's the truth—this genre should never have lasted this long or made the impression it tide. We list least Vigilante 8: 2d Offense packs quite a waitop and brings a lot of action to the table. Tremendous explosions, manmothated airsenis, freakth chiaracter, cars, and a boalloud of upgrades—all making for some brutal

boatload of upgrades—all making for some britan combat, which is the genre's sole saving grace. It's hard to remain enthusiastic when you're review-ing a game that appears on multiple consoles. Obviously Net carts can't compete with the massive storage space allowed on Dreamcast GD-ROMS, but after playing both V8 titles, jealousy set in big time. Sure the expansion pack helps, but taking a massive

hit in frame-rate (especially when there's a bunch of large vehicles onscreen) gets annoying. For all the graphic hounds out there, I'll say this ...



V820 is one of the sharpest looking N64 games available. In fact, Luxoflux did a damn good job of mim-icking the visuals found in the DC rev.

Other than sharper graphics, V820 improves upon the original game with more vehicles and stages, all of which feature that wacky V8 humor. Players can also transform their vehicle on the fly by collecting specific power-ups. The problem is that the control is already way too slippery, and unfortunately it gets even worse with the addition of ski's, hoverjets, etc. on your car. Also, new vehicles like the Moon Trekker (a souped-up Lunar Rover, or as we like to call it, an Extraterrestrial Excavation Device) control terribly. Why throw in cars that you can't remain competitive with? Remember,

that you can't remain competitive with 7 Remember, more doesn't necessarily mean better. Living in LA., I've experienced enough road rage and car-combat in my time to fill 10 V8 sequels. This whole genre has reached critical mass, fueled by the likes of countless Twisted Maria, Roque Trips, and vegetable drinks on every console. While I can appre-ciate a great looking game, it d also appreciate it if developers opted to try something new for a change.

When Fury bought his new Honda, he opted for the sun-roof instead of the flamethrower... bad choice for L.A.







ANOTHER DAY ON THE L.A. FREEWAYS... PUBLISHER - ACTIVISION AVAILABLE NOW W.GAMEFAN.COM

FURY: You call V8 rough? Ah, just Developer - Luxoflux 1-4 Players

COMING SOON COMING SOON COMING SOON COMING SOON COMING SOON COMING SOON











Fighter's Destiny (Genki) — This might not have the weight of a Street Fighter, but compared to the likes of Deadly Arts, it's easily one of the best N64 fighters around. The sequel brings more to the table, with additional characters, improved graphics, and a wealth of new moves.











Tarzan (Activision) — A port of the awesome PlayStation platformer and one of the most impressive Disney-movie-to-game adaptations yet. If you were a fan of the film, you'll be pleased to hear the game does it justice!











Mario Party 2 (Nintendo) — Having proven that a good multi-player game doesn't need tight corridors and AK-47s, Mario Party returns with a slew of challenging new mini-games. But no new characters... weak sauce!











Zelda Gaiden (Nintendo) — Zelda OOT, the most anticipated N64 game of all time, delivered the goods and then some! A sequel of sorts, Zelda Gaiden could easily be Miyamoto's final N64 masterpiece... until we get Zelda on the Dolphin? Can I get an Amen?











Tony Hawk's Pro Skater (Activision) — N64 owners should be thanking their lucky stars that this unbelievable, thrill-a-second skating sim is heading to the fun machine. Being an analog game, THPS64 should control as well, if not better than the PS rev.

Dreamcast

Reviews



Zombie Revenye

Slave Zero

Armada 43

42

44

45

W Allitalia

Preview

Braconus









hen the original Sega Rally came out on Saturn, I was completely caught off Quard... good 3D on the Saturn? Confusion swelled in my head. This was supposed to be the PlayStation's realm, not that of Sega's 32-bit, 2D Livin's Saturn. Rally was a testament to great programming, as the home version is still respected as one of the best console/ sieses. The stilling that the only game to out Rally from its turbo-charged throws in the sequel.

from its turbo-charged throne is the sequel.

"Ill. start by aying this:—If you're a racing jurisdian and own Joreanciast, you'd be absoluted in the sequence of the sequence

Included in Rally 2 are two main modes of plants of the state of the s

opportunity to unlook new data and make any necessary adjustments to their steering, suspensionally to unlook new data and make any necessary adjustments to their steering, suspensionally and the steering and their steering, suspensionally and their steering and their steering and the proposed and their steering and their steering are play, better get practicing. The learning curve in RIIIV 21 as a steep as a Piko's Peak Hill clima.

If you're not familiar with rilly racing, you can pertainly see its appeal, fast cars meet out-of-control, hand-glued to there "or brake steering. But believe it or not. If we conountered a number of people both in office and the gaming community who complain that raily racing simply pales in comparison to your standard "Gar Tursino-like race." This could not be further from the truth. I can understand why folks would be put off by the learning curve (hey, anybody can wipe out...) but to do it in style!). But give it a fair amount of playand you'll see that each turne—

regardless of how impossible it appears—can be taken with the greatest of ease and precision. Just hang in there and keep practicing... god knows I had to!





Unlike the original Sega Rally, which sported only three vehicles, the sequel has quite the stable. Subaru. Mitsubishi, Peugeot, Toyota, Fiat, Lancia, Renault





MITSUBISHI



S... enough makes and models to satisfy racing enthusiasts worldwide. Gone, however, is the entire Ford lineup, which is puzzling con-sidering it's an American manufacturer that was present in the Japanese version. The Peugeot 106 has also been excluded, while the Peugeot 206 and Fiat Sceicent have been added.

CHAMPIONSHIP

Though the domestic version of Rally 2 was rumored to run at a constant 60 fps (don't ya online newsgroups?), it definitely does not. While it's more consistent through turns, it's still far from a silky-smooth 60 frames. Guess what, folks? I didn't care then and I don't care now. If at any time your experience with Rally 2 is actually hindered by the inconsistent frame-rate, put down your DC pad and walk over to the nearest mirror. What you see before you is an all too common illness in our industry-jaded gamer syndrome. I'm sorry, your opinions can no longer be considered rational.

Sega Rally 2 is a grade "A" Dreamcast title and one of the most impressive home racers of all time. It's that simple. It deserves a spot in any gamer's DC collection, sitting alongside the great ones: Sonic Adventure, Soul Calibur, and House of the Dead 2. Even without online play, Rally 2 will satisfy players for the long haul. Just avoid steering wheel peripherals and make for the checkered flag.

Fury would love to race his Honda on a nice dirt track, but that might get it dirty.









VIEWPOINT : 97

DEVELOPER - SEGA 1-2 PLAYERS

FURY: 60, 30, 20 PUBLISHER - SEGA AVAILABLE NOW FRAMES AND COUNTING.

Thile everyone considers Worms: Armageddon the productivity killer of the month, my little demon comes in the form of Zombie Revenge on the Dreamcast. Between the sea of name changes (Blood Bullet: House of the Dead Side Story among them) and countless delays, I've somehow managed to retain my sanity (if you can possibly call living, eating, and sleeping GameFan sane). possibly can living, eating, the year to the completed version of ZR, I'm reminded of one very important thing-I love Sega arcade games

While the DC dazzles some and disappoints others, you've got to love the fact that arcade-to-home ports can finally be done perfectly. Take, for example, Zombie Revenge. Visually, you'd be crazy to say that it didn't mimic (even down to the smallest pixel) the arcade piece Everything appears completely intact: bosses, lighting effects, weapons-it's all just the way it appeared in your local arcade. But, since most arcades sadly failed to stock Sega's dark gem, you'll just have to take my word for it

How could you hate a game that allows you to impale the living dead with a huge electric drill? ZR is the ultimate weapondriven beat-'em-up to ever hit a console. Disturbing images galore, precise control, tons of devilish moves, and

enough godly visuals to impress even the biggest skeptics (yes Eggo, even you can enjoy

on this game. Imagine taking Resident Evil, tossing aside the puzzle and text elements, tripling the enemy and weapon count, and there you have it—Zombie Revenge. If you own a DC, put down this issue right now and head to the nearest game store. And if you have to, sell Pen Pen and Mortal Kombat Gold to get it (I know it'll just break your heart to part with 'em).

As good as ZR is, its main flaw is that the game is way too short. I don't expect my action games to encompass multiple -ROMs or have 50 different endings (or even a good one at that), but I expect it to be long enough to create a real challenge. Like HotD2, the action in ZR is non-stop, but the game itself only spans seven unique levels (if you count the final boss). Is it wrong to want more? Listen up Sega, from here on iss). Is it wong to want more rester up bega, making improvements to an already eat game, touch on its weaknesses instead of throwing in a /s." mode or boss mode. Can't games just remain true to a single play mode these days? No more extras like dating sims (sorry Kodomo) or other goodies. Beef up the game, folks... not the creen.

Though I'm it ay another HotD gun game (then again there is Bioh Gunsurvivor on the PS), I'm still extremely impressed with ZR. While the DC may be the haven for shoddy PC ports,

once in a great while when all the planets and Dangoheads align, game will come along which turns both heads and stomachs at the same time. Enjoy the blood bath!

this one). There's

simply no way

you can pass

As a child, Fury was told not to believe in mon-sters... Then he discovered the Mullet...



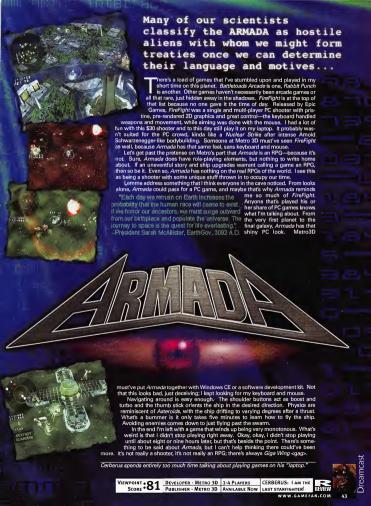


BABY... ZED'S DEAD

FURY: ZED'S DEAD,

DEVELOPER - SEGA 1-2 PLAYERS PUBLISHER - SEGA AVAILABLE NOW

VIEWPOINT : Score *





gardless of how tall my hand-drawn alter ego may appear, I'm just 5'6". I know that's short... no doubt about it. Perhaps that's why h 56 : Nirw harts short, no doud, about 1 chings have the third's always been a special place in my heart (though my par ents call me emotionally bankrupt) for games that allowed me to take on a much larger persona. Rampage, Godding Generations (OK, maybe that one to a much lesser

extent), King of the Monsters, and Slave Zero-all titles that let me wreak ultimate havoc on a wee helpless city. For those all too brief moments, I was the biggest and strongest around... yes, I was finally the bully.

That's really the best way to describe playing Slave

Zero. All the environments are made to scale, so once setting out aboard that giant mech, you're the king of the hour. Cars, people, lightposts... everything appears so small. And guess what? It is. In fact, the only thing really larger than yourself are the enormous skyscrapers that litter the Neo Tokyo-esque city

you're attempting to save. While from most angles (visually and themati-cally) SZ appears a solid 3rd-person shooter, it's not without its flaws. Namely, I took issue with the mission objectives. They're simply too mundane to keep my interest for long. Wipe out a slew of mechs, blow up a few generators or ships, proceed... Doesn't exactly grab ya does it? Thing is, SZ looks really awesome from a distance. If you only got a chance to see it or play it very briefly (at a local retailer for instance), you'd think I was absolutely crazy for thinking the game gets boring at times. But after an extended session behind the controls, you'll understand my point

exactly. Levels, enemies, play mechanics-they all just look and feel way too similar. Finally, I must mention the frame-rate. It often struggles to remain consistent, and when you're surrounded by a number of mechs, the game becomes a lesson in tedium and patience. It's tough to remain nimble when the frame-rate has dif ficulty keeping up with the action. Thankfully, the multi-player section, at healty keeping up with the action. Thankton, are manapely a season least in two player mode, has been blessed with a decent if not slightly impressive frame-rate (compared to 4-player anyway). Then again, this could be attributed to the fact that in multi-play your field of view is limited to 1st person only. Not to mention, the levels lose quite a bit of that graphic charm.

FURY: SLAVE ZERO TO SLAVE

WWW.GAMEFAN.COM

Oh well, take what you can get.

Oh well, take what you can get.

All while Slave Zero certainly looks exciting at first glence, it unfortunately tires rather quickly. If it's a mech title you're after, try contacting the nearest import shop… now what was Dango mumbling? Something about loot?

Fury's been late to work quite often lately, 'cause he lost the step-ladder he uses to tie his shoes

DEVELOPER - INFOGRAMES 1-4 PLAYERS VIEWPOINT: 79 ONE... I NEED A RIDE OUTTA HERE! PUBLISHER - INFOGRAMES AVAILABLE THIS DATE





there be!?) carried the name "Dragonsbane." The only problem was dragons had long since disappeared from the land, leaving the title Dragonsbane to mean... well, not a whole lot. But to keep these once-proud warriors busy, various kingdoms sent them on dangerous missions. Now, as evil forces attempt to wreak havoc again, the warriors Cynric and Aeowyn (both Dragonsbanes existing in parallel universes) have vowed to restore peace to the land. With over 30-40 different enemy types and 15 huge levels to explore. *Draconus* should prove more challenging than your typical Dreamcast adventure... quick, Sonic, bump Dr. Robotnick on the head three times! Other than the story, Draconus also features

some stunning visuals. Both of the selectable fighters and many of the enemies are comprised of many, many polygons and the detail level is up there with the DC's best titles. As well, the atmos-



phere is worth noting. When the game starts, you explore an Elven village that rests high atop the trees, hundreds of feet above the ground...can you say Ewok Village? Yet this forest is only the first of many locales to explore; vast swamplands and mountain ranges hide many secrets and mystical spells to attain. The character Aeowyn relies far more on magic attacks than her counterpart Cynriche's more of the sword slashing meathead-type.

Draconus is still a ways from being released and a good deal of tweaking (notably, the frame rate needs some work) is still in order. Trevarch might not have the DC's equivalent of Zelda here, but Draconus is nevertheless shaping up to be a solid adventure. And did I mention it's not a port of a PC game? Hooray! F

DRACONUS

DEVELOPER - TREYARCH 1-4 PLAYERS PUBLISHER - CRAVE

FURY: HEY, GEORGE TAKEI'S AVAILABLE 1ST QTR. GOTTA WORK, PEOPLE...

COMING SOON COMING SOON COMING SOON COMING SOON COMING SOON COMING SOON











Felony Pursuit (THQ) — Tired of your typical Dreamcast racers? Why not assume the role of an up-and-coming thug looking to gain a bit of respect with the mob? Or how about a police recruit off to prove he's the number one gun?











Street Fighter III W Impact (Capcom) — Taking into account how well Alpha 3 turned out on DC, let's hope that SFIII follows suit as well. Expect a number of added options, possibly even an art gallery... Bengus is simply the best!











South Park Rally (Acclaim) — It's about time the DC got a humorous cart racer. Kyle, Kenny, Stan, Cartman, and a number of other South Park freaks make an appearance in the oddest cart racer this side of the Rockies.









Worldwide Soccer 2000 (Sega) — Kodomo and other soccer fans will be in heaven this year with amazing 'football' titles like Virtua Striker and Worldwide Soccer. Time to invest in a pair of shin guards, and of course ye can't forget the orange slices... GOALI











Midnight GT (Rage) — The creators of Expendable are set to deliver another adrenaline-soaked experience with Midnight GT. Tear it up on Japan's city streets or test your true skills on some deadly, open Rally courses.









Fear Effect



Tomb Raider:



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Hatching





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Symptoms of Fear:

Perspiration

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Europa

Upon a time, Europe was known as the 'Dark Continent' to American gamers: after playing through countless horrid Euro PC and Amiga titles, many really took to heart the old European adage "all sizzle, no substance" on our side of the 'pond.' However, with developers such as Rare, DMA Design, Factor 5. Psygnosis, and Bizarre Creations shedding their dubious pasts of beautiful but lackluster games, Europe is now a hothed of game-creating talent. With that in mind, we present to you a reinvigorated Europa; one that will give insight into the world of Euro games and developers. Brought to you monthly by ace European correspondent, Riot, our Finnish friend will bring you all the latest news. interviews, and in-depth info on all the latest and

Generation 2 (EGG2).

hottest console goings-

on overseas. So without further ado, wel-

EuroNation GameWare

come to Europa:

There's something strange going on in Guildford, that much we know. Guildford is a small town in the London area that has an extremely high concentration of top-notch developers-and scientists somewhere in the world must be trying to figure out why. Besides the legendary Bullfrog Productions, Lionhead Mucky Foot, Criterion, Glass



On a side note, I'd like to mention that after catching a glimpse of EA/Builfrog's new custom-built studio, complete with outdoor soc-cer field, I think that the dreaded EA influence cannot be all that bad. Then again, while I was gazing at the complex, I was surrounded by German journalists who were busy guzzling down some fine champagne courtesy of a big, un-named French publisher, and my memories of that event aren't entirely clear...

begine country in the second of the second o '80s, when pop music was still good. Now, almost all the small development teams in Guildford have been formed by ex-Bullfrog employees who, along with Peter Molyneux, didn't like the influence EA had over

Bullfrog and decided to do something about it. For those that don't know, Electronic Arts bought Bullfrog builting and venerate of the Sometimer of the South Park of the So

to drop science on in this installment of Europa The Lost Toys were formed not long after Mike Diskett set up Mucky Foot. The three people who make up the team have more experience combined than many other large-scale developers. Glenn Corpes is the man who has clocked the most work experience, having been at Bullfrog for 11 years as a lead programmer. Glenn has worked on every Bullfrog title you can imagine, but a few highlights include *Populous*, Magic Carpet, and Syndicate Wars. One down, two more to go. Darran Thomas was the lead artist on Bullfrog's Theme Park 2, and during his four years there, he has also contributed to Hi-Octane (an excellent Wipeout-ish racing game) and Dungeon Keeper. Last but not least, there's programmer Jeremy Longley, who worked together with Darran on a secret Bullfrog title, along with other promising games like Create. which was canned when EA stepped into the mix

Leaving behind an established development group and setting up your own isn't easy, but the Lost Toys had help from Les Edgar who set up Bullfrog with Peter Molyneux. At the moment, the Lost Toys are work-ing feverishly on their debut game for the PC, with console versions to come. Expect plenty more sizzlin' info on the Lost Toys in the future.

GameFan doesn't generally do interviews about games that can't be talked about since they're so early in development, but this time we make an exception since the boys at Lost Toys have got plenty to say.

GF: Why did you and the other members of Lost Toys leave Bullfrog?

Lost Toys: The three of us had similar problems with some of the things that happened at Bullfrog and similar ideas about how certain games should be done. We realized that we all wanted the same thing-creative control and the freedom to experiment with unique ideas-so we decided there was only one way that could happen, and that was to form our own team.

GF: Was it a daunting task setting up your own

Lost Toys: Very; none of us had any real idea what it was like to run a company, although Les (Edgar, co-founder of Bullfrog) obviously helped a lot. had vague, distant memories of what it was like to deal with publishers from the early days of Bullfrog, but things have changed over the years. It's also been harder than we hoped to find good people

GF: What do you gain by going at it on your own? Lost Toys: I worked at Bullfrog, watching it grow from five people to 140... and I missed the atmosphere of the early days. Trying to get back that feeling was a factor for me, and surprisingly, it's worked. Maybe not 100%, but I think we'd have to cram ourselves into one small, leaky room over a shop to achieve the full effect. Now, if we want to do something, we only have to justify it to our-selves and our publishers, rather than several layers of management.

GF: How long have you guys been involved in the

game business?
Glenn: Twelve years professionally, but I started programming seven years before that and wanted to write games after just a few weeks of learning. I've just realized that next September I'll have been

programming for 20 years!

Jez: I've been playing around with computers since I was a kid, but professionally I've been involved in games for four years. Darran: It was something I got into straight after university, so that's been about six years now.

GF: Lost Toys is quite a small team... do you think that small teams can still produce games in a rea-

sonable time frame? Lost Toys: If they pick the right games. We have to be realistic. There are games out there with teams of 70 artists producing amazing, story-driven RPGs. We have to realize we can't-and don't want to-do that type of game yet

GF: Is state of the art technology important to you, or do you think games with strong gameplay can still stand out from the crowd, even if they don't sport the latest 3D engine and effects? Lost Toys: Possibly. But that's not what we are trying to do. The term "state of the art" suggests the best use of established technology to me, but there is no way we are going to go head-to-head with the best RTS engines. There are a million and one ways of using modern hardware. It only takes a little lateral thinking to do something new that exists outside the 'state of the art' but is not in its

GF. Usually developers embrace new technology with open arms, but do you think the speed at which PC 3D card technology is existing is frustrating for developers? Will they move on to work with console hardware, which is typically stable for at least 3-5 years? Lost Toys: Now that the API wars have settled down and all hardware supports the same basic set of blend functions, the only real difference between one machine and the next will be speed. Graphics are all about algorithms, not hardware. The PC is the ideal platform to work on for graphic technology; the 2X+ speed increase every year simply means that there will always be something new-just entering the realm of the possibility—and scalability had better be a part of your plan.

GF: This brings us to PlayStation 2... what does Lost Toys think of

Lost Toys: An awesome piece of hardware for the money; it will undoubtedly be the main platform for several years. The PC will be more powerful by the time it's released though

GF: Will your first game be in the same genres as Bullfrog's other Lost Toys: No.

GF: Do you intend to keep Lost Toys as a small team or will you expand into a bigger team in the future?

Lost Toys: We intend to expand, but slowly, as some of our ideas need bigger teams. The key is not to do it too quickly.

GF: Why do you think there is such a massive concentration of high-

class developers in Guildford? Lost Toys: Entirely due to Bullfrog. Firstly, because of what Bullfrog was, it attracted a lot of the best people in the country to Guildford. Secondly, because of what Bullfrog became.

Riot's completely unofficial list of cool PlayStation 2 games in development in Europe

Since all developers working on the PlayStation 2 have signed NDAs more confusing than Rodman & Electra's marriage agreement, they can't talk about their plans just yet; so it's difficult to know exactly what each developer is working on. After much diggling around and many sneaky meetings in places darker than Posty's cave, I have managed to compile a list of the most interesting developments underway... yes folks, nothing here is confirmed, but all the information came

Considered one of the world's best developers despite the fact that it has yet to release a game, Lionhead was one of the first developers outside of Japan to receive PS2 development kits, and a separate ers outside of sagar to receive 72 development Miss, and 3-special R&D team is working on the machine. It is known that Peter Molyneux has already designed Lionhead's next game, and it will most likely be for PlayStation 2, but they have to finish Black and White first, which is set for an early 2000 release.

Free Radical Design
The team made up of ex-GoldenEye developers is getting us all worked up about the PS2... Visions of GoldenEye mixed with Half-Life are just the tip of the iceberg... FRD has a development deal with Eidos, but details on the game are scarce to say the least.

Started up by industry veterans Martin Kenwright (founder of Digital Image Design) and Ian Hetherington (the driving force behind Psygnosis early on), Evolution Studios is dedicated to the PlayStation 2. Evolution certainly lives up to its name, as this is not going to be your average developer. Already deals have been signed with Oscar-winning, top CGI teams and experienced writers. Of course, who gives a toss if the game is gonna be as fun as The English Patient, right?

Rage Software It's a sure bet that whenever new hardware is around, Rage Software is there to support it. Already confirmed for PS2 is Wild Wild Racing, which is being developed by Rage in conjunction with Japanese publisher Imagineer. Rage is also rumored to have at least two other PS2 games in the pipeline.

Reflections

With Driver already establishing itself as a viable franchise, it's a sure bet that a PS2 version is on its way. Reflections has been hiring programmers and artists to work on the PlayStation 2, which cerays a lot about the company's future plans... Steam is a title that Reflections has been developing for quite some time—a steampunk adventure game

Argonaut might be buddies with Sega, as it's one of the 1.5 Sega developers in Europe. But knowing the company and director Jez San's thirst for new technology, it's a sure bet that Argonaut is working on something for PlayStation 2. The on again/off-again project Kanaan has finally been cancelled. But it is known that a third Starglider game (the series which made Argonaut famous) is in the planning stages. It'll be on a next-generation machine which could very well be the PlayStation 2.



A no-brainer, this one, since Psygnosis is a part of Sony now. Early in the year, rumors suggested a Colony Wars game was being designed for the PlayStation 2, but so far nothing has been confirmed. At ECTS '99, the producers of Wipeout 3 hinted that a new version was in the works for the PS2, but with a certain twist... what that is we don't know yet.

A team led by Theme Park co-designer Demis Hassabis is working on a high-end PC title called *Republic*, which is hotly tipped as coming out for PlayStation 2. Frankly, that is the only platform that can handle this ambitious strategy title. Question is, are console players really interested in taking part in political shenanigans-which is what Republic is about?

Another developer located in Guildford, Criterion created the Dreamcast hoverboard game Trickstyle, a version of which is in development for PlayStation 2-this is rumored to be a new version using the characters from the current *Trickstyle*. Considering that Criterion's RenderWare is the 3D renderer of choice in the PS2 devkir, it's highly possible that Criterion will have a title ready for the PS2 North American and European launches. Hopefully the rubberband AI and frame-rate problems will be history when Trickstyle hits the PlayStation 2.

Japan Now!

Tekken Tag Tournament,

Since the announcement of a Tokken brawler for PlayStation 2. Namon has begun to release more shots of it in action. You can clearly see the PS2's massive graphical leap over the PS but one question remains. Will it simply be a really practly looking conversion of arcade TTT or the next great thing? Import gamers will get a chance to judge for themselves when the game hits Japen on the PlayStation 2's March kit haunch day.











Bangalo (Dreamcast)

For all you handcore gamers out there who tracked down one of the 10,000 copies of Tressure's listest delescording N44 Shotcure Balvaress Munklis Brangard have yet to hank said game on e Bayl), get ready to witness the second coming, soothing increased apprainced provises, better sound and more of the same great action that led to ECM's incomnia, DC Barugai rocks. So, Tressure, when can! respect to get my Dc version of the uttrace of PS brancher Raizugais Showrima'















Berserk (Dreamcast)

Wielding a sword dubbed the "Dragon Killer" that stands almost as tall as he does, BerserK's hero Gattsu is one mean hombre. If you've were fortunate to have seen the import anime, you know what to expect Start with Ninja Scroil and then get bigger and blooder. Almost all the Gamefan staffers are waiting with bated breath to see if the Dreamcast conversion does the title justice, or falls prey to the much reviled "Macross Conversion Syndrome" (read; potential drink coaster). Definitely not for the easily disturbed or wee Furys out there, expect a full review of the import version of Berserk in the next issue.













Dead Or Alive 2 Decamposity

The good news is that Tecmo's Dead or Alive 2 has just been released in Japanese arcades, meaning that a US release is that much closer. With a Tag Battle Mode included via time release, this definitely isn't your run of the mill sequel. The great news is that a Dreamcast conversion of this incredible game is well underway and you can expect to get your sticky hands on an import version around the month of March.











Sega GT (Dreamon)

For all you Sega fans who cried foul when Sony was crowned 'King of Recent' with Gran Turismo and have begged to these many months for a conversion of Super GT. Sega feels your pain. Sega GT Homologation Special has secretly been in development for some time now, and is planned for a "Por-PS2" ship date of February 24 in Japan. Featuring over 100 cars by actual racing teems (such as the Castrol Supra and the Cusco Imprazil you'll be able to test your driving stamina in multiple modes of play.





















Super GT fans, start your salivary glands!!!

PLAYSTATION 2 DEVELOPERS LISTING: Sony has released a tentative listing of all titles in development for the PlayStation 2 and some highly notable titles are in the works. Here is a quick run-down of the most anticipated games.

Capcom Oni Musha NAMCO Limited Texas New Ridga Reset.

New Ridga Reset.

Fix Agreed Care 2 Sony.

Gran Tursing 2000.

 Enix
 Star Ocean 3

 From Software, Inc.
 Amorand Core 2

 Hudson Soft Co, Ltd.
 Bloody Roar 3

 Idea Factory Co, Ltd.
 Bomberman 2001

 Koel Co, Ltd.
 Kessen

..... Tenchu 2

Imports

Reviews

Chrono Cross



59

Chrono Triquer **Magical Drop F** Arc the Lad III



Chu Chu Rocket Giga Wing Jolo's Bizarre Adventure 64



Maken X

hat has to be the most anticipated Square game in Japan this hat has to be the most anticipated square game in Japan this year has finally come out... and it is good. Chrono Cross, the sequel to the cult-classic Chrono Trigger (the great SNES RPG hich had the misfortune of debuting when RPGs were not popular), is at last in our hands... not just a demo, but the whole thing, and what fol-lows is the mouth-watering GameFan review... So where should I start? With the ever-cliched graphics?

Nah, let's do music. Chrono Trigger had one of the best game soundtracks ever. Yet, the more I hear of Chrono Cross' score (also done by Yasunori Mitsuda), the more I like it better than Chrono Trigger (a bold statement, t know). The Overworld theme is just awesome, and after that horrendous FFVIII Overworld music, Mitsuda has renewed my faith in Square's composition abilities

............

once again. If you're a hard-core gamer holding out to play the American version of this game, you should still buy the soundtrack, because it's an instant-classic which will surely grow roots in your CD player.

Story is key in RPGs, and Chrono Cross is no slouch. The main

character, Serge, suffers from acute Square disorder, a malady which causes main characters in Square RPGs to suffer from conditions like schizophrenia, hallucinations, amnesia, flashbacks, and questions of identity. Serge is no different, except



his flashbacks are of the time-travelling variety. Not only questions of "Who am I?" but "Who am I and what time is it?" <shiver>. Simply put, the game has a great story (Serge's quest for his identity), but I'll leave the surprises to you... let's just say you'll encounter a familiar face or two along the way

Chrono Cross is a graphical tour de force. Characters are polygonal like Final Fantasy VIII, but their features are much smoother and cleaner than the sharp 'jaggies' of FFVIII's inhabitants (Oww! Squall's hair gave me a nasty paper cut again...). Backgrounds are of the standard pre-rendered variety-eye candy exemplified-with a smattering of polygons, parallax, and transparencies to break up the 'flatness' of the parallax, and transparences to dreak up the hatness of the world. These 2D backgrounds only continue to get better with every outing, and I'm expecting a similar leap in quality from *Parasite* Eve 2, which is due sometime next month. CCs landscapes are lush and

filled with minute detail, reminiscent of Jade Cocoon to a degree. This is definitely one of the prettiest games the PlayStation will ever see.













f you haven't heard of the Arc the Lad series yet, you should. It, like Tobal 2, was one of the few reasures that didn't make it to the boat carrying Japanese PlayStation titles to America (we can only assume it was neglected because it was... <gasp> an RPG, and a short one at that). So in case you missed the boat as well, here's a little background on Arc the Lad. Perhaps the closest comparison is Suikoden. The first AtL came out in Japan early in the PlayStation's career, when RPGs were scarce and demand was high. It had that same visual presentation (sprite characters and 2D back-

crossover data from the original game at the beginning of the new one. Now, we're up to Arc the Lad II-a chart-topping bestseller Japan in its first week of release. Like Arc the Lad

II, the game is over 30 hours long, so length should not be a problem. The graphics

are still basic



















for an RPG and unfortunately look a bit dated for fourth generation PS software. It's not that I don't like sprites and pre-rendered backgrounds, but other 2D RPGs, such as Saga Frontier 2 or Seiken Densetsu: Legend of Mana, do the

ame with least again rounted and Januar pursuass. Legistro minars, on the same with better results. Arc 3s caller spells have gone the route of other RPG summons—over-the-top, eye-candy-coated wonders of the world. Is it common practice now for RPG spells to be so overly dramatic? Music, which has always been a strong point of the series, continues to impress in its third outing; this is no Chrono Cross or Final Fantasy Tactics-caliber soundtrack, but this game's music is better than most.

The battles, like the other Arc games, are still turn-based, strategy encoun-

ters along the lines of FF Tactics

It's unfortunate that none of the Arc the Lad games have seen light of day in It's unincrease unit route or this way to be get either of the first two games, but the third is definitely worthy of release. It's only a matter of a publisher deciding to take the risk. For what it's worth, PfSG are at the height of their popularity, so now is as good a time as any for a publisher (helio, Sony?) to bring the property of the prope another RPG to the lucrative American market. If you're wondering whether it's worth the hefty import price tag, keep in mind that high-profile RPGs like Legend of Dragoon, Valkyrie Profile, and Parasite Eve 2 are coming soon. This is like an appetizer before the main course, but if your appetite's large enough...

Eggo would like to start a company which rescues quality import titles such as this from being stranded forever in Japan.







DEVELOPER - ARC ENT- 1 PLAYER AVAILABLE NOW JAPAN

VIEWPOINT : 82















several things that you wouldn't expect: the startling fact that I'm actually taller than Eggo, Waka, and Fury; Dango's head really is that big; and yes, we really don't like FFVIII... at all (Eggo excepted, of course). But one thing that probably wouldn't shock you is the legion of portable and 16-bit systems piled high on my desk, in pseudo-homage to an age gone by (Kid Fan calls it clutter... I call it history). If you were then inclined to look a bit more closely, you'd also notice the array of titles housed in each of those systems: a M.U.S.H.A. cart in the Genesis 3; a Soldier Blade chip in the Turbo Express; Axelay in the SNES; Spriggan (or alternatively, Gates of Thunder) in a shiny new Duo R; Lightening Force in a Nomad... even an under-played copy of R-Type in a GameBoy Color (still don't like that game, btw). Furthermore, if you were to slip on the set of MD (mini-disc not Mega Drive) headphones strategical ly located amidst the <ahem> clutter, you might recognize audio track 19 from Thunder Force V playing in all its Mega Bass glory. The net result of this sudden wave of sepia-toned nostalgia might lead to a very sad revelation one I seemingly relive on a monthly basis by way of my handy soap box) the genre many of us revered above all others is dead and gone. Certainly there's still the occasional arcade shooter produced by the likes of Psikyo and Raizing in Japan, but looking towards the home platforms, it's a sorry wasteland of over-hyped RPGs, lackluster 3D platformers, and endless waves of tired racing games (not to mention boatloads of sports games, <sigh>). Here or abroad, the shooter is deader than a Usenet poster's life on Friday night. Now this could very quickly degenerate into a melodramatic rant about shooters and 2D games, but I'll spare you... this month. For now, I have one of the last gasps of the genre staring up at me, and on Dreamcast, no less. If you haven't figured it out vet, I love shooters. If I could only play one type of game from now till the end of time, it would be shmups (shoot-'em-ups for the uninitiated). Games

Leo (and only R-Type Leo), Blazing Star, Raiden Fighters Jet, and on and on and on. Sadly, however, Giga Wing would not be one of them.

Where do the problems begin? Well, graphics are as good a place as any. Giga Wing ran on CPS-2 hardware in arcades, so it's not like I was expecting much... Since this ancient hardware continues to pump out games like Street Fighter Alpha 3 and Marvel vs. Capcom, I certainly had higher hopes. In fact, 19XX, a shooter from five years ago (running on the same spec) destroys this game graphically Maybe the fact that Capcom seemed to be going for something akin to Cave/Atlus' stunning Do Don Pachi was what set them down the wrong path Whatever the case, the game isn't much of a sight, regardless of the hardware it started on.

As for gameplay, Capcom wisely decided to throw a twist into the DDP-inspired graphics and heavyduty, token-collecting 'play, Instead of simply plow-ing through wave after wave of enemy craft and hard-core bosses, they threw a twist in the form of the reflection ray into the mix. This allows you to throw enemies' bullets back in their face. While it's certainty a nice gimmick—it—ultimately makes a painfully easy experience that much simpler. How much of a threat could the encroaching enemy armada pose, when you can toss everything and the kitchen sink back at them? Not much, I'm afraid. Heck, even on eight stars the game fails to become even remotely challenging. And for adrenaline junkies like you and I, that's a big no-no. It's sad, really. While a legion of blazing blasters

never made it over to Saturn and now sit in piles on developers' shelves begging for a port over to DC, we get GW instead. Who among you wouldn't like we get GW instago. Who among you wouldn't hise to see Raiden Fighters Jet, Blazing Star or ESPrade at home? I know I would; and I gather I'm not alone on this (almost, but not quite). Now I only have the where did it go?' Shienryu 2 to look forward to. and the prayer that Raizing sees fit to bring Battle Bakraid over this lifetime.

Gradius Gaiden, Darius Gaiden, Radiant Silvergun, ECM regularly runs throughout the office, his arms extended, screaming "Pcheeow!! Pcheeow! Pche-pcheeow!!"

BUT NO THANKS

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ECM: THANKS.

DEVELOPER - CAPCOM 1-2 PLAYERS PUBLISHER - CAPCOM AVAILABLE NOW JAPAN

like Spriggan, M.U.S.H.A., Thunder Force 3-5,

VIEWPOINT :65

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Stop me if you've Heard this One Before

It's 3 AM and I can barely put the controller down to pen this review so it can make it 11th-hour-style into the mag before the issue closes: Viewpoints not finished; Ed Zone laying idle, mid-thought; Reubus fuming behind me with a big stick threatening to do very bad things with it if I don't finish things up real fast, so bear with me if you have to deal with something akin to a really rough review put together with enough bubble gum and tape to mend—'ow!' "OK Reubus, I'm writing... <grumble>."

Made In America

If there's one genre in which American developers have all others beat, it's the "One man against the world, corridor shooting shotgun-fest" as one eager developer terms it. The rest of us know it as the First Person Shooter or FPS. Whether it's PC (Quake, Unreal, Half-Life, etc. ad nauseam) or console (Turok, Powerslave SS) American developers are where it's at in this genre. Sure, the Europeans have GoldenEye to their credit (and what a credit it is!), but all the Land of the Rising Sun gets is 'games' like Kileak, Deadalus, Crime Crackers, and Space Griffon (anybody else retching and reaching for the Pepto?). Yep, if you a) live in Japan and b) don't have a PC or

buy American imports you're probably willing to accept the aforement tioned bargain-bin fodder-after all, a starving gamer will play just about anything (bear witness to the stomach-churning success of various wrestling games). However, does this mean that they're as incapable as American developers are at delivering a truly brilliant 3D platformer or stunning fighting game? In a word: "NO."

For starters, I'm one of the few gamers out there that think the singleplayer experiences in games like GoldenEye, Turok 2, and Powerslave SS completely crushed the one-player outings of their PC brethren (yes, I liked them better than the much over-blown Half-Life, so back off)—thus little annoyances such as lack of a mouse and keyboard are a little more easily swept under a handy, extra-thick, shag rug. I was a platforming madman in Powerslave and with the introduction of Turok control⁷ to the console gaming world, nobody could really complain too much about the lack of such conveniences anymore, right? So when word came down that Maken X wasn't exactly shaping up to be muc more than the DC's Kileak or Deadalus, I was more than a little dishear ened (reaching for the Pepto again, <bleargh>). I figured it was back to the über-framey halls of *Turok 2* or a much-worn copy of *Powerslave*. As it stands, though, the final rev of Maken X is an absolutely mind-bending experience (in more ways than one)! So hold onto your sentient implements of destruction, people, the hyperbole begins... now

Quake Meets MegaTen

Don't have a clue as to what MegaTen is, do you? Well, allow me to give you an all-too-quick description (those of you that know can skip ahead a bit...and give yourselves a gold star): MegaTan is short for Megami Tensei, an extremely popular series of games in Japan (one chapter of which even made it to our shores in the form of Atlus' 'love it or hate it'

Persona). In the Land of the Rising Sun it has a tremendous following, and one of the reasons is the distinct art style handled by Kazuma Kaneko (also responsible for Atlus Japanese mascot, Jack Frost). His off-thewall depiction of demons and blazing character design make the intense graphic style and incredible character design in Maken X possible. Those shots you see with the swastika-faced villains are his handiwork (apparently, though, they're there more for shock value than anything else).





All the entwork has a decidedly futuristic-retro look. For instance, the giant robot sentries in the Whitehouse basement look like something out of '58s scill. At direction lan't the only thing Maken X shares with Mega Tar: the designer of the gas is also the creator of the MT games—Cour Okada. This practically ensures that the game story will be completely off the wall... and it is.

Tell Us a Story, Uncle ECM

The story in Maken XIs, well, weird—there's no other way to put it. Essentially, Maken X is the sentient weapon that your (various) characters wide. It was crafted by God and sent down to save the world from impending doom. The wielder of the weapon is Kai Sagani, as 169-year-old girll that witnesses the kidnapping of the "father, deep within his hel abth at is studying Maken X. Apparently these heavies have something to do with the end of all things, as she swiftly employs Deus Ex Machina (God in the machine, for you Latin-illiterate out there) a.k.a. Maken X in the form of a sword (shape of a blade... ack, feeble Super Friends reference... move along...). And thus she embarks, ostensibly to save her father, but with the much wider reaching goal of saving mankind.

The Man with 8 Brains?!

Other than the fact that MX is riddled with hand-to-hand combat as opposed to projectile-based battling (as in 99% of FPS'), the key to gamenlay is your ability to "brain-jack" certain enemies. Since you essentially play the role of the sentient weapon, you can take control of various and sundry enemies along the way, each more powerful than the last. This is achieved by defeating certain enemies (bosses, for example) or simply finding others that allow you to 'possess' them. This is what makes MX so amazingly hot. Instead of being the jacked-up marine or escaped prisoner, you can take the role of a small army of characters each with their own stats (speed, strength, jumping, etc.) and individual weapon of choice.



Give me Gameplay, or Give me Death! -OR- It's a Poor Craftsman that Blames His Tools

While nigh-every game in the genre features foes launching projectiles at one another from across vast, galaxy-devouring distances (any other *Tribes* players out there?), MX is just a little bit different. This time

out, all combat is handled hand-to-hand, mano-e-mano, me against you... er, sorry, it's late.
The key to combat is the handy lock-or reticule which first appeared in Zelda:OOT and is now getting baby sealed to death by every developer in the book—nothing like a really great idae being bat to death. By 'locking on' to an enemy, you can rotate around a foe, delivering swift, Errol Flynn-like blows. Depending on the speed and damage rating of your character, you can land critical attacks that will take off up to 50% more damage than a regular strike

The action gets pretty fierce when you're trying to juggle three or four onscreen opponents, deftly tap-ping the lock button to get a different foe in your sites, but after about 20 minutes it becomes second nature. Factor in the ability to leap over the heads of unsuspecting, locked-on foes and you'll be dealing death in short order-keep the shovel handy.

Variety Is the Spice of Life...Sometimes

fact, the only real negative with the combat system is that it's a bit limited. While different combinations with the analog stick in conjunction with ye of attack button allow for different types of strikes, and pulling down on the stick blocks attacks, it's all rather limited. While it's amazing fun to strike and block an opponent's blows, it would have been nice if they'd implemented some sort of combo system to help jack the game up. In fact, if they could develop the hand-to-hand aspect a bit more, it could be a game unto itself... featuring net play (hmmm, note to self...).

The one other (admittedly minor) gameplay issue is the control scheme. See, instead of adopting tried-and-true Turok-style 'play (the four action buttons walk, while the analog stick 'looks'), you're forced to cope with the analog stick for movement and the buttons for attacks. After playing massive, unhealthy doses of Turok and GoldenEye, it's a bit jarring to return to the days of 'lookless' gameplay. The net result is that it feels more like you're driving a car than controlling a human (or superhuman) being. However, once you come to grips with the control (looking up and down isn't integral to gameplay: good or bad, you decide) you'll soon forget all about it... just don't forget the clutch.

It's Unreal... Sort Of

While Maken X isn't the most visually spectacular game available on DC, it's certainly something to take note of nonetheless. In addition to the absolutely stunning character designs (mentioned a ways back in this rambling diatribe I call a review), the engine is nothing to laugh at. The environments are seamless, and everything 'feels' solid. Frame-rate generally sticks to the established DC speed limit of 60 fps, though it does dip (sometimes very roughly) when too many enemies decide to get in on the action. While it's far from the best on Dreamcast, it's also far from the worst.

Coming to America!

Perhaps the best part of Maken X is that it's coming Stateside. Yep, by the time you read this, Sega should have announced their intention to port this game our way sometime in the 1st Quarter 2K; poor Atlus was probably too busy localizing Ogre Battle 64 to handle it. One thing is clear, however, this marks yet another AAA title in the Dreamcast's growing killer app arsenal.

With games like Sonic Adventure, Soul Calibur, Power Stone, Virtual On: Oratorio Tangram, Frame Gride, Chu Chu Rocket, etc., Sega is more than ready for whatever challenges the PS2 throws its way. Now I just hope that the "average consumer" realizes it. For now, though, I'm going to play some more Maken X...

When ECM isn't writing sleep-deprived reviews of incredible games, he finds time to... zzzzzzzz...



<u>GAMEFAN SPORTS GAMEFAN SPORTS GAMEFAN SPORTS GAMEFAN SPOR</u>

Gameran Sports











Last year's Brunswick was an incredibly addictive experience. The Nintendo 84 version is even better, adding 64-bit graphics to the already stall

Black Ope turns in a pretty good title here, but I think they takened to replie and some of the controls. While this Minkering doesn't make Affazz a bad game, it leaves yearn was the best of the college hos time. And would some please lock Vitale in a box a box a

hate Formula One pames, which makes his review an even greater compliment to the guys behind antastic engine under the nood is what makes this game so enjoyable. No slowdown minimal draw in and some solid control make this a game

A blatant attempt to cash in on Hot Shots success, Cyber Tiger falls well short of its intented goal. Think of this game as Hot Shots without the goar graphics, good play mechanics and great engine. With Hot Shots 2 looming on the release horizon, there is no reason at all to nurchase this reason at all to nurchase this

he original K1 Arona ighters was an averighters was an averighter and aver
ighter and

There's something to programs. I can't say that I'd ever buy one, but they can be really but they can be really and they can't say that I'd ever buy one, and a bowling can get. Clean, well-represented graphics and a high fundition of the say that they have been say that the say the say the say that the say that the say that the say that the say the say

liove b-ballin', and nothing gets my blood pumping than college games. However, while MM 1-2000 controls well, the American graphics are average, and the graphics are average and the graphics are averaged.

If you think Gran Turismo 2 is going to be the last truly avesome, Itriple Avenue and Itriple Avenue and Itriple Avenue A

Um... this is not good.
I'm no golf fiend but I
do enjoy teeing off in
Hot Shots or Mario
Golf. Cyber Tiger tries
the same approach
but inevitable fails from ave
sage PS graphics and just no
being as fun. Even with th
Ifger Woods name, the gam

linever thought Id
like a game about XI
Arona Fighting, but
KYGP's actually
little. There's nothing
title. There's nothing
tute like landing a beefy kick
to the head and watching your
opponent stagger from the
blow. If the gameplay were a
little deeper and more move
were present, this title could
only get battle.

AII-Star Basghall 200



Developer: Iguana Available: Spring Publisher: Acclaim # af Players: 1-4

can't believe I'm already talking about baseball. It seems like only yesterday that I was watching my beloved Red Sox get their assee handed to them by beloved Red Sox get their assee handed to them by the evil New York Yankees. Damn those pin striped develors, advantation to helf-fring setting every from the subject, though, which is the newest installment in

Acclaim's most impressive franchise. All Sixt Baseball. 2000 has the best graphics of any N64 title. With the RAM pack used, it was present a series of any N64 title. With the RAM pack used, it was just screaming, with an insane frame-rate, vibrant colors, and some first-rate motion capture. ASB 2001 is an equally gargeous but not nearly as impressive for it. It would seem that of iguands it looks an likeliable best affecting the series of the se

In what is the standard evolution for all sports titles, ASB 2001 will include all the basic upgrades: more motion capture, treeked Al, and, brace ourself. updated stats. Also, developers are working on a beefed up arcade mode where players will be able to dole out more offense and have an easier time with defense.

The coolest addition to ASP 2001 is the includence of the coolest addition to ASP 2001 is the includence.



sion of a Hall of Fame team. Working with Cooperstown, developers have added a team of the game's most prolific stars from the past, from Yogi Berra to Regigle Jackson to Nolan Ryan. Just how would a team stacked with these legands fare against the present day Yankees? Personally, I don't care...

All Star Baseball 2001 promises to be another fantastic baseball sim. The real question, as always with a sports title, is whether it will have the necessary extras to warrant a purchase if you already own last year's version. EN









ne of America's most popular pastimes, bowling is a great leisure activity. Nothing beats all-vou-can-bowl for \$10 and \$2 beers-staples of my Wednesday evenings. Needless to say, I always look forward to a good bowling sim to whittle away even more time throwing balls at little white pins.

<u>IMEFAN SPORTS GAMEFAN SPORTS GAMEFAN SPORTS GAMEFA</u>

To date, my favorite bowling game has been Brunswick Pro Bowler for the PlayStation. I was ecstatic upon discovering that it was also



Developer: Point of View Available: Now Publisher: THQ

making an appearance on Nintendo 64 as well. This game has all the key ingredients for an enjoyable and addictive bowling game: good graphics, stat-tracking, and really solid gameplay.

Now this game is obviously not for all of you. There are no exaggerated physics, special moves, or wacky codes. Brunswick Bowling is all about creating your bowler and hitting the Amateur and Pro Circuits. The ball and pin physics are stellar, perfectly complementing each other and resulting in the most realistic bowling on console. Each pin has so many contact points (Rain Man couldn't even count them all) making every collision as accurate and varied as possible.

The music adds a great deal of ambiance, and the sound effects (dig that crash of the ball against the pins) make the play experience feel like you were really at the alleys. While the create-a-player is not as detailed as those found in other sports sims, it still gives you enough variety to make your own group of motley bowlers.

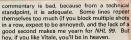
Brunswick Pro Bowling is tons of fun and definitely worth checking out, even if you think it sounds like a boring game. I'm pretty sure that its addictive qualities will infect you as much as they have me... well, maybe not that much... EN



voiced some concerns in the preview that Black Ops may not be able to pull off a sports title-and after seeing Knockout Kings 2, I became even more Thankfully, my fears were mostly unfounded. March Madness 2000 continues the string of good college sims from EA

So what's different from last vear's version and this? The most obvious change is graphics. While some in the office think the change was for the better, I disagree. I really liked how March Madness 99 looked, and it saddens me to see it change. Still, the quality of the graphics is good, despite the iffy frame-rate.

Can I just say right now that I absolutely despise Dick Vitale? His little sayings and obnoxious voice are one of the main reasons I won't watch college hoops on the tube... this overly excited midget's voice is all over the place in March Madness 2000. Doh! This is not to say that the



Developer: Black Ops Available: No Publisher: EA Sports # of Players: 1-8

The gameplay is solid, with responsive control and a good handle on the mechanics of basketball. The Al makes the game challenging and intuitive, with the computer putting up a good fight and your players filling their roles properly.

The Dynasty Mode has been given even more depth, allowing you to mess around more with the blue chips and coaching aspect of recruiting. Returning to the game is the addition of the women's teams. Don't expect much dunking, but playing as Tennessee and NC State is still a bunch of fun.

March Madness 2000 is a quality basketball sim that will hold the interest of any gamer looking for a college sports fix. Once again though, I have to go back to the ever important question, "Does it offer enough over last year's version to warrant another purchase?" Answer: not really, but those of you that didn't play MM99 will definitely want to check it out. EN



Developer: Studio 33 Available: Now Publisher: Psygnosis # of Players: 1-2

could easily dismiss this title as another Formula 1 game that lacks personality... another one of those Formula 1 games that wastes valuable shelf space where another Monster Rancher 2 or Tony Hawk's Pro Skater could be. I could say either of these things but I won't. Why? Because this Formula 1 game is

actually fun to play! What will be obvious right from the get-go is this game's graphics. Formula 1 '99 is a beautiful racing title with a clipping plane of such incredible distance that it seems impossible running on the PlayStation. You will see no draw in, people.

However, you will notice the game's speed right away. I dare say that F1 '99 actually makes Formula 1 car racing fun (now there's something I thought I'd never, ever say) with its highspeed action. The physics, too, are quite impressive, delivering a solid facsimile of the real thing. The scorching engine (something that most games on the PlayStation are in dire need of) suffers nary a hiccup, even with several cars on the screen at once

The rest of the game is fairly cookie cutter. All of the licensed teams and drivers are present,

as well as all of the circuits' courses. Also included in Formula 1 '99 is the brand spankin' new Malaysian street course. Yeehaw... I think.

Formula 1 '99, of course, has all the same features found in every other licensed racing title. What brings this game to the next level is its amazing engine... and this will make all the difference. Even those that shun this sport (and that includes myself) will want to check this one out. EN











Publisher: Video Systems # of Players: 1-2

he United States, like the rest of the world, is completely infatuated with motor sports. Indy and stock car racing are premiere events, raking in millions of dollars through corporate sponsorship and merchandising tie-ins. F1 racing, on the other hand, is what the other 5.8 billion (give or take a few) of the world's population watch over the weekends. It's a shame that it's still gonna be several years before the famed F1 series hits U.S. shores. In the meantime, however, fans of the fastest sport on four wheels can look forward to two amazing F1 games: F1 '99 by Psygnosis for PlayStation and F1 World Grand Prix by Video Systems for Dreamcast.

Considering both titles are excellent, you'd be more than hard-pressed to pick the better of the two. But, if it's a visual tour de force you're after, the choice is obvious. In all honesty, there's not a whole lot to an F1 game. Basically a mixture of fast straightaways with a bunch of ridiculous turns behind every corner. Having a true understanding of how to properly rocket into a turn without completely wiping out isn't easy. And that's why many gamers tend to shy away from F1 titles... they're generally very difficult.

The minute you pop Grand Prix into the DC, the level of detail and graphical excellence become quite apparent. The super crisp FMV intro showcases several of today's hottest team cars (Ferrari... it's all about Ferraril) and helps rev players up as they

enter either a standard season or single player race. As always, adjustments can be made to help tone down the learning curve. And I don't care what your friends say, computer-assisted braking is noth-

ing to be ashamed of. "But what about vehicle setup?" you ask. Not content with your cur-rent performance ratings? No prob-Tire type, front wing, rear wing, gear ratio, suspension, brake sensitivity, and brake balance can all be tuned on a sliding scale. A virtual graph will also show your car's

exact telemetry readings for braking, engine revs, acceleration, etc... Contrary to popular belief, F1 WGP on the DC is not a port of the Contrary to popular belier, F1 WGP of the BC is not a purch as upcoming F1 WGP II for N64 (in Japan and Europe). Though Video Systems and Paradigm produced that game, only Video Systems had a hand in the development of this game. The fact that WGP is not a mere port of the N64 version might explain why it looks so damn good. It was, from the ground up, developed exclusively for the DC. Textures on tracks and car models are too pretty to ignore, and engine sounds appear to be sampled from real life F1 events.

F1WGP is an excellent DC title. It's a genre that requires significant time and effort to become competent in, and even longer to get good at. If time is on your side, definitely check it out, and for everyone else... I hear Monaco GP and Flag to Flag make for nice soft drink coasters. Fury





an Sports gamefan Sports gamefan S



tralia Course Hote No. 1 PARK

ee Off almost makes me forgive Acclaim for WWF Attitude... almost. This shiny happy title from Japan is a welcome sight on the Dreamcast, the only console yet to be overrun by golf games. So this one is actually needed to fill out an evergrowing sports library.

While the game is still early, it's nonetheless promising. Essentially nothing more than a Hot Shots clone with really clean graphics, Tee Off is aimed not only at the golf fan, but the

Developer: Battam Publisher: Acclaim # af Players: 1-4 idle gamer as well, looking for an addictive title to

burn away their lives on.

Everything about Tee Off screams Hot Shots, and this is a very good thing. The game will incorporate a fairly simple swing mechanism, some inventive courses, and incentive to keep playing beyond just finishing a round or tour. As you play, you're rewarded with unlockable characters and, hopefully, some cool courses; better sets of clubs would be welcome too, but don't hold your breathe (remember Jack Nicklaus Golf on the Genesis? It was all about earning those ceramic clubs...). One addition of interest is a croquet-type game that makes for a great multi-player experience.

The game, when finished, will run at 60 fps and experience not even a hiccup in scrolling. It seems like more could be done with the backgrounds and maybe some nice arcade-style effects, but TO still looks beautiful, even if they opt to leave the graphics as is. I am excited about this title. Knowing how many hours were wasted trying to get all of the golfers in Hot Shots, I can totally see myself succumbing to the same obsessive behavior playing Tee Off. EN



10









ver 200 teams from around the world including, get this, all of the clubs from Italy and Hungary. I know what you're thinking-this is too good to be true. Where else could a soccer fan go to get all of his favorite teams from insignificant European countries?

Actually, just about anywhere... I'll stop being obnoxious (for now) because I will not attack a preview version of a game that is no more quilty of lack of imagination than any other sports title. The sad truth is that most of today's sports titles lack even the smallest iota of originality; made even worse by the fact that the envelope has been pushed about as far as it can be on the older systems. What you're left with is a glut of cookie-cutter titles. Alas, what can we expect from South Peak's World League Soccer 2000 that may break the streak?

Not much it would appear. This early version of WLS2000 appears to

Publisher: South Peak # of Players: 1-4 be mired in the same doldrums as every other soccer sim out there. Aside from the aforemen-

"Best of the World." One bright spot is a set of special moves to spice up the gameplay. To show your mad skillz, you're given 23 combos to pull off, adding much needed variety to a genre that has little else to do other than pass, shoot, and head.

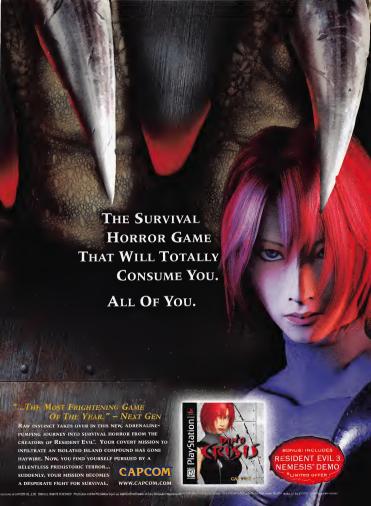
World League 2000 will probably end up being a solid soccer sim when finished; it certainly has all of the components. There is little reason to get too jazzed about it, though, considering it may not offer much in the way of originali-Maybe if one of those combos ended in a dragon punch, starting a crowd riot... now that would be a welcome breath of fresh air! EN

tioned 200 futbol teams from around the world, WLS2000 features little more to inspire me. There is, of course, the standard motion captured players, weather conditions, coaching options, and commentary (supplied this time by Peter Brackley and Ray Wilkins). The game features several modes of play, allowing you to do

Developer: Silicon Dreams Available: Mar.

anything from playing an exhibition match against your most hated rival, to entering a tournament to see whose team can boast being



















Because it's one of the more exciting sports to watch, translating the electricity of professional basketball into a video game with good control and balanced gameplay is tough. And if you try placing those ideas into an arcade game, you're biting off more than you can chew. However, if any video game company can make an arcade basketball game that captures the thrill and explosiveness of ballin', it's Sega. And though Virtua NBA is still pretty early, it'll prepare us for some doube-pumpin', head-fakin', short-blockin', alley-

ment, and when you finally dunk, the whole arena jumps up and screams approval.

While the visuals are top-notch, the game is

only 40% complete. And after playing it extensions of the 40% complete. And after playing it extensions the 40% complete. And after playing it extensions are considered in a the search of the action of the action

VIIIIANBA

oopin' action next year in the 'cades.

Yes, it runs off the powerful yet flexible NAOMI board, and while that pretty much quarantees bodacious visuals, you really have to see the game in full motion to realize how well the players in the game animate. Every minute detail-whether it's the shiny reflections of each player on the waxed, wood court, or the motioncaptured animation of a behind-the-back passlooks so real, it's beyond scary. The crowds are not your typical three-frames-of-animation, pixelated mess we're so used to seeing in other basketball games. They have different animations depending on the pace of the game; sometimes you can even see a few guys downing a beer! When your team's running down the court for a fast break, the crowd stands up in exciteFiddling around with certain joystick motions and buttons commands produced interesting results, such as a fade away shot, but the game desperately needs advanced commands or another button for speed bursts or more moves.

As mentioned above, the game is only 40% complete, and while the gameplay needs a definite tune-up, the sounds don't need to be changed at all. Everything from the squeaking rubber soles, to the blaring blowhorns from the fans, to the taunting 'Charge' organ melodies... they're all melodiously authentic. The game sin't due out till middle of 1st 'quarter, and Sega has yet to let me down when it comes to arcade games. So despite the gameplay issues early on, I'm really looking forward to playing Virtus N&A when it's done. Bangohead































A list of coolest video game characters? Well, that can go on for another four or five pages. Though we have our personal favorites (Solid Snake from Metal Gear Solid, Tachibana Ukyo from Samurai Shodown 2, Duka Togo from Golgo 15, and that mountain thing from Battle Balls...), I think we can all agree that Strider is very up thene. He uniform and 12 inches of cinderblock like so much butter, . his hang glider... Why not resurred him in an intense, action arcade game? Well, to prove once and for all that Capcom loves their fans, Strider 2 is in the works with a hooclul U.S. release to come.





After a few months of adding new levels, a slight graphical facelift, and a massive injection of adrenaline, *Strider 2* has returned, and it's come a long way from its E3 incarnation. First off, you have the option of choosing three different missions, and depending which mission you finish, others will open up. The levels aren't that complex—just run through them, hacking and slashing enemies till you meet the final boss. With the new 30 backgrounds, envi-



ronments will slant at different angles, or completely turn around as the action becomes more and more intense. Essentially, its still a 2D game at heart, so don't worry about getting lost in Strider 2's world. The graphics have been improved, though there are still pixelated items, and certain enemies have caught the "two frames of animation" virus.

As far as gameplay goes, if you liked the first Strider, then the sequel has a lot to offer. All of his patented moves (e.g., sliding, wall-climbing, double jumping) are present, and two additional ninja skills have been acquired by our scarlet-scarfed swordsman. First off, Strider has a new jumping attack: jump and perform a down-up motion on the stick followed by attack. Strider will draw his sword and swing in every.

direction, like an offensive shield.

Secondly, while Strider doesn't have any cyborg pets or infamous ouroboros, he can collect booster pecks. You can release the power of this pack anytime by pressing the booster button. Once this happens, a meter will appear below Strider's lifebar. The boost power-up adds an extra energy wave every time you attack. This meter will slowly deplete over time or with every attack. Other than those two additions, everything else, gameplay-wise, termains true to Strider's roots—a welcome relief to those looking forward to the sequel. Danghead

























"The Critics have Spoken on the Action / Adventure Game of the Year!"



delivers an epic piece of vampiric literature...93%" - IGN.com

"Soul Reaver is a deep game possessed with a muriad of impressive little touches...9/10" - VideoGames.com

"3D exploration and adventure at its finest...Game of the Month. - Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping. - Gaming-Age.com

> "98%" - PS Extreme Magazine

As Raziel, stalk Nosgoth feeding on the souls of your enemies

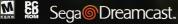
> Engage your creator, Kain, in an epic struggle for dominance

> > Dark gothic story









Now on Sega Dreamcast!





Gravevard

If there's one thing you couldn't accuse Sega of in the later days of the Genesis. it was a lack of creativity. In fact, the entire 32X platform could have been built around the mantra 'we like really weird, off-the-wall games' with a whole unreleased library of really odd titles (vet again I feel the need to reference Virtua Hamster in the magazine). However, of those amazingly unique and über-creative titles, one really stood out from the pack-Sega Technical Institute's Comix Zone. This Americanmade gem never really made the impact it should have (again you had GameFan blaring the call-toarms...and again it was nighsummarily (gnored) and now resides once and forever in the Graveyard...











ou are Sketch Turner, ultra-hot comic artist, doodling away on a dark and stormy night. Lightning strikes and next thing you know, you're inside your own comic book, battling the various villains drawn from your own imagination-that's the story in abbreviated form. CZ is a side-scrolling beat-'em-up.

You know, the type your mom used to make on those lazy Sunday afternoons-Double Dragon, Final Fight-heck, even good ol' Zombie Revenge is essentially part of that eliteclass of old school gaming. Comix Zone was a revela-



Sketch would wend his way (Eggo's note: "wend?" Once again, ECM tries to resurrect the English language, one dusty word at a timel across comic pages, broken up by panes in traditional comic book style. He'd leap into a window, dispatch whatever foes or puzzles lurked within, and then move on to the next. It was simple, but it was sheer genius from an aesthetic point of view and a nice departure from the burned-out city found in nearly every other game in the genre till that point (though I guess the setting for this game is a comic book burned city...<grah>).



























Sketch himself had access to the standard reportoire of side-scrolling beat-en-up moves Inotuling uppercurs, kicks, and knees to the chest. As the game progressed, he become more proficient and even 'morphed' (lord how!) hate that early '90s phrase) into a super-heroic form that would take vengeance on all foes on the screen at one time (by ripping chunks out of the page). Sure, he was a glorifler amet bomb, but to looked really stunning and that's what matters, right?

Speaking of ripping chunks, by employing Roadkill at strategic puzzle-points, he'd help Sketch along his way in beating the snot out of Mortus (the arch villain) and his legion of DC rogue's gallery rejects like Stygil. Everything from flipping out-of-reach switches, to 'tear-







"...a revelation on the nearly-ancient Genesis hardware..."

ing' the comic page to reveal valuable pick-ups was all in a day's work for the intrepid rat.

in a day's work for the intrepid rat.
Essentially, CZ is one of the single most underrated Genesis games ever crafted. It didn't help that in true Sega fashion (a le the Genesis days), it was one of hundreds of amazing titles that received little or no ad support. In fact, the single most galling aspect for those of use the loved true of the single most galling aspect for those of use the loved true of the single most galling aspect for these of use the single most galling aspect wings and lungs from the shelves into waiting gamers' hands, and Sega of America slowly slid into a pit with Saturn, the game was canceled. Which is a real shame, I can just imagine (and that's all I'll be doing, apparently) what kind of power could have been brought to bear on a blazing, 32-bit edition of this amazing game—and conceivably looking forward to the first Draemcast.















nime

Anime, Manga, J-pop, Asian Live Action, Otaku Culture

A Note from Shidoshi...

Well, if you ever read this little rant, hopefully it will be this month's. ADV has released five volumes of the Original Dirty Pair OAVs, and the future of the original Kei and Yuri in the US is now up to you. If sales of the OAVs are good enough, ADV will bring us more, such as the TV series

and re-releasing the movies. However, if sales aren't good enough, such a deal seems unlikely. Dirty Pair is a true anime classic, and deserves to be treated well in the US. So, if you listen to nothing else I say, I hope you all will give this series a chance, and if you like it, SUPPORT IT! It's up to us to what the future

holds for the Lovely Angels. Oh, of course, WWF2K. Awesome game. Not perfect, but really really good. My character (Cthulu) and his valet Miss Congeniality (who will be in the WWF by the time you read this) are going all the way baby! Until later! ^ /

Get Familiar with Gundam Wing

Mobile Suit Gundam-there are a few names that will forever be reference marks of Japanese animation, and Gundam indeed holds one of the top spots on such a list. Gundam isn't just an anime anymore, it's a culture, a religion, a way of life, much in the same way that something like Star Wars or Star Trek are over here. Now, the next wave of the Gundam saga is preparing to hit our shores: welcome to Gundam Wing.

The Story

I'm a total newbie when it comes to Gundam Wing, so I'm going to be cheap here and just take the story synopsis directly from Bandai's Gundam Wing press release:

Centuries in the future, Earth is surrounded by orbiting space colonies. The colonies' inhabitants are cruelly oppressed by the Earth Alliance, which uses huge humanoid fighting machines called "mobile suits" to control the populace. These mobile suits are manufactured by the powerful industrial combine known as the Romefeller Foundation. Through it subsidiary, the Oz secret society, the Romefeller Foundation has infiltrated the Alliance military and steered it towards its repressive course. Now the space colonies are ready to strike back. Five young pilots, equipped with advanced mobile suits called "Gundams," are sent to Earth to wage querrilla war against Oz and its Alliance puppets.

Four of the five Gundams reach Earth safely, but one is intercepted as it enters Earth's atmosphere, and Gundam pilot Heero Yuy is forced to abandon his mobile suit at sea. As he emerges onto dry land, a girl named Relena Darlian spots Heero. His orders demand that he kills this accidental witness, but events take a very different course. The Gundam pilots soon find that they have played into the hands of cunning Oz leader Treize Khushrenada. inadvertently plunging the world into a chaotic civil war. Relena, meanwhile, learns her true identity and sets

out to rescue humanity from its nightmare of tyranny and war. Will the Gundam pilots, raised as warriors, learn to fight instead for Relena's dream of peace?

The Show

Last issue I mentioned that the Cartoon Network was picking up the rights to the Gundam Wing TV series, and now Bandai has confirmed this. Starting next Spring, Gundam Wing will become part of the Toonami line-up on the Cartoon Network. Gundam Wing is a big series. a newer title, and is undoubtedly a great catch for the Cartoon Network. As I said when I was discussing the idea of an anime channel last month. getting anime titles onto television is probably one of the most important things at this point, as it gives titles big exposure and helps us to get TV titles that we might not normally see. Of course, there is one down-



side already about Gundam Wing on the Cartoon Network-the inevitable cutting of the opening. Why does the Cartoon Network do that exactly anyway?

Unfortunately, it is unknown at this time if, or when Gundam will see release on home video It's my opinion that it will no doubt be released for purchase, it just may be a question of how soon after the series begins its run on the Cartoon Network that such a release happens.

The Toys

If there is anything that can rival the popularity of Gundam, it's the toys and models based around the world of Gundam. Probably the most popular model kits in Japan, there are books, magazines, clubs, and anything else you can think of based specifically around the building and displaying of Gundam models. The market is so big, that there are even Gundam-brand markers and paints for adding the little details to your finished models

Special Feature

While we have sadly missed out on quite a bit of this market. Bandai is finally giving the US a taste of what Japanese fans have had for so long. Launched about two weeks prior to my writing this, Bandai and Toys R Us have teamed together to release a large collection of Gundam Wing model kits/toys in the US. The large fellow in the middle of this spread (who is the HG Wing Gundam mech) is just one of twenty different kits that you will be able to purchase. Two different lines will be released: the 1/144 scale' Gundam models, and the 1/100 scale2 HG3 Gundam models. If you're familiar with Japanese model kits at all, these are the type that come in a multitude of different colored pieces. Remove the pieces from their casts, snap the pieces together, and volla-a great looking model that's simple and easy to assemble. After they are together, you can then use stickers, markers, paints, or other such materials to improve or customize your Gundam to your liking.









The trial run for the toys is starting in California-based Toys R Us stores, but for fans out there who can't wait for the toys to come to their local markets (in case they have not as of yet-a good timeline for a full-US release isn't available as of print time), you can purchase the toys online from the Toys R Us website.

The Game

Okay, it's not based on Gundam Wing-but there is talk going around that the Gundam Sida Story 0079 game for the Dreamcast will also be coming our way next year thanks to Bandai. With the increase of exposure and overall products for Gundam that will be hitting us soon, there is no doubt that a video game would be a wanted product, so it would make sense for Bandai to provide this as well.

The translation of Gundam Wing, the release of the Gundam Wing toys, and the possible US release of the Dreamcast Gundam game is but another step that Bandai/Anime Village has taken to try to bring the phenomenon of Gundam to realization in the US. For too long, Gundam was ignored on our shores, and now we are thankfully finally beginning to catch up. If Gundam continues to find a following in the US, I can assure you that we haven't seen anything yet. -shidoshi



of Anime

FOUR GO IN. ONLY ONE COMES OUT.

The King of Anime '99—the four biggest US anime releases of 1999 square off for the title of "the best release of the year." We"re now halfway through—*Perfect Blue* and *Tenchi Foreverl* have given it their all, and this month is the

dark horse in the running, Lain. Will Lain come from nowhere and win an upset victory? I'll be seeing the US theatrical release of Princess Mononoke days after writing this, so next month, the last of the four will be put under the spotlight. Until then—here's Lain.









Serial Experiments Lain

Drama • TV Series (13 eps) • Pioneer • 14+
- min • Sub I Dub • VHS I LD I DVD

Trying to explain, or sum up, the storyline behind Serial Experiments Lain in a few short sentences would be like trying to explain the history of mankind in ten minutes. So, I'm simply not going to try-besides, it's better that I not spoil anything. Instead, I'm going to explain to you exactly why you MUST see this series. You must see Lain because it is, in one single word, wonderful. No, actually, wonderful doesn't even begin to describe it. Lain could best be describe as one of those rare, stunning dreams that we all have from time to time. A dream where what makes sense one moment doesn't the next. where we never know what to expect, yet this world so strange is also so beautiful and mysterious that we never want to wake up. If we could take all of the moments in time that we experience in our dreams, and visualize them through a physical medium, they would be Lain. Lain is also a testament to its creators, who must have written out a script and plan as big as a phone book in

I'm very tempted to declare Lain the single best looking anime DVD out there. In some of the scenes in this show, I honestly had to tell myself that I really wasn't seeing a picture of the quality that I thought I was seeing, and that if indeed I was, how in the world could anime ever look better than this? Lain on DVD is such an experience, such

order to have this series make sense in the end.

Anime Drive-In

a testament to why anime and DVD were made for each other, that you may never be able to watch anime on VHS again—or, at the very least, without telling







yourself how horrible it looks. Lim also succeeds in another visual area: computer graphic. While if it be the first to say that CG dosen't belong in 99% of the anime out there, the creators of Lim knew how to use it right, and in doing so, created some insane visuals that are unrivaled among anime. That's not even including the fabulous direction, the stunning artwork, and sliky smooth animation, all of which are done in a stylized and downright spooky manner. Lim isn't all looks, though—Lim sounds great as well, from the CPU to the "It fits as well, from the CPU to the "It fits yet it doesn't" musical score. Demned if I haven't had the intro song stuck in my head since the very direct time leheard it.

Doing this job, I've seen a LOT of anime—new favorites, new surprises thankfully still coming along from time to time. Yet *Serial Experiments* Lain has so impressed me, so blown me away, and so shown me that I can still be caught off-guard and surprised by an anime that I've got to question what future title can have such an impact. This is the series that other companies dream of releasing, and fars dream of owning. Many of you simply won't "get" Lain—but for those who do, what a world of wonder and amazement lies in store for you. —*shidded*













NADESICO "Nadesico is an excellent series...-Discover it and have fun." The Best Anime Show of All Time

Akito takes over as the Nadesico's lead giant robot pilot as the ship heads for Mars and a deadly encounter with the Jovian invaders. A team of beautiful new recruits, tragic deaths, an enemy ambush, a budding romance and a series of frantic bat

tles all spice up the plot as the action really begins to heat up. There's plenty of trouble ahead in the explosive second volume of Martian Successor Nadesicol

In Stores: 02/22/00 Dub: \$19.98 Sub: \$29.95

This wild ride takes the girls-in-armor theme to the limit as wanna-be wrestler Nagisa Kano finds herself in the fight of her life. But when it's time to do or die, she just might not make the cut. So check out the all new English language version of lezelion!

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From the shadows of a forgotten past rises the Sorcerer Hunters' ultimate foe. Vague recollections and a chance encounter reveal the key to his catadysmic schemes and set a murderous map for Big Mamma in this exciting first volume of Spell Wars: Sorcerer Hunters Revengel

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TARECE) PIPKS

hen Eric's mother abanoned him, he never expectd to see her again. However. pon discovering a remote ibe, the unscrupulous nthropologist promptly rikes a deal to study the iagnificent Tattoon Master. low, Eric stands face to ice with the lovely Bala ho's come to claim her e: him.

n Stores: 02/22/0 Dub: \$19.98 ub: \$29.95

CAMELOT

Available at these and other fine stores:











Anime Drive-In

Sailor Moon SS: The Movie

Mahou Shoujo • Movie • Pioneer • 13+ 60 min • Sub | Dub • VHS | LD | DVD

A strange phenomenon has been occurring all over the world, as whole towns of children disappear in the middle of the night. Quite a ways away, Usagi and Chibi-Usa have an argument one day over who is the better cook when it comes to baking snacks. Chibi-Usa, knowing she is the better cook, makes a batch of cookies to take to Mamoru to prove to him her superiority over Usagi. On the way there, she meets a strange young boy named Peruru, who she gives the cookies to instead. That night, the people who have been capturing all of the children come to Tokyo, and one of their victims is Chibi-Usa. Usagi and the Sailor Scouts make the scene, but they aren't strong enough to save Chibi-Usa from being kidnapped. Can the strange young Peruru help lead the Sailor Scouts to where the children have been taken, and will Sailor Moon and the Scouts have the

strength to defeat the evil they will find there? Between the two Sallor Moon movies that I've seen (R and Super S), my first thought is to say that Super S is the more enjoyable. The flow for the most part feels quite smooth (with only a few bits where it felt it had more of a sense of drama and urgency to it, especially the ending (and the fight scene where the Scouts get the life kicked out of them). Both movies, unfortunately, suffer horribly from "anime-movie-itus"-loved one to hero is kidnapped, hero and friends must travel to far-away place, they face a seemingly unbeatable foe, hero summons up the power to defeat unbeatable foe. The only real difference between the two movies is who gets kidnapped and what plan the enemy has for taking over the Earth, I'll be honest, though, I wasn't expecting a ground-breaking movie here, I just wanted to see Sailor Moon and the crew look cute and battle evil, and that's what I got. If you go into this movie expecting the same kind of thing you got from the television series. except with far better looking art and animation (to surprising quality at times in this film), a bit more drama and better pacing, and the chance to see SM in its original, uncut, Japanese dialog glory, then I can't see you being disappointed. If you aren't a Sailor Moon fan, however, this isn't the thing that is going to change your mind. Now, if someone can only explain SM's cheezy '70s soundtrack.. -shidoshi



like things were rushing too much), and there weren't really any times when the movie seemed to drag. And yet, I think that I actually liked R better-

A Chinese Ghost Story

Adventure • Movie • Viz Video • 13+ 85 min • Sub I Dub • VHS I LD I DVD

From Tsui Hark, an acclaimed Hong Kong filmmaker. comes A Chinese Ghost Story. Based upon the liveaction film of the same name, ACGS is the tale of Ning, a young wanderer who is simply trying to collect on some old debts. On one of his travels, he unknowingly wanders into a ghost town-a place that no living man is supposed to enter where the spirits reside. There he meets Siu Sing, a beautiful girl with a deadly secret. Siu Sing wants to be with Ning in order to steal his soul, but after he saves her from a demon hunter, her mind begins to slowly change. Can a human and a ghost find love with one another, and can a love that is not meant to be ever have a chance of surviving? While Japanese anime has gotten a strong foothold in the US market, we really haven't had much of a chance to see animation from other Asian countries. As my interest in Asian cinema grew, I always heard the name "A Chinese Ghost Story" as something that I should check out. Now that I have finally had the chance, my emotions are rather mixed. The strange thing is, this movie sort of feels to me like an American product, in its feel, style, and overall design. This really threw me off as a I watched, because it certainly wasn't what I was expecting. There was another aspect of the ACGS that instantly made me worried-its heavy use of CG. Everything you see except for the characters themselves and a few odd items are computer graphics. Yet, as I watched, I forgot about the American-esque feel, I (almost) forgot about the extreme use of CG, and I found myself becoming engrossed in the story and the characters. If you sit down, give this movie a chance, and refuse any urge to turn if off midway through, I think you'll come out at the end having enjoyed what you saw. The story is very interesting, with elements that I wouldn't have expected. The characters, as well, really grow on you, and I genuinely cared about many of them as the movie neared its end. My only real hesitation after watching is the English dub-it felt rather uncomfortable to me, as best as I can explain it. Not bad, just. uncomfortable. So, I think that if you are willing to try something different, and can forgive the movie for its widespread CG, A Chinese Ghost Story is a beautiful tale that is worth a watch-just pick up the subtitled version or the DVD. - shidoshi















Anime Drive-In

CosPlay Encyclopedia

Special • TV Special • Media Blasters • 7+

done supposedly to help the beginning CosPlayer. We get a tour around a CosPlay shop (imagine such a shop) a list of Do's and Don'ts, and a "Top 10 Costumes" list, I'm not sure who picked this list, but I had serious disagreements with it. I was shocked and ecstatic to see Charlotte on the list, but the costume they had for her was downright horrific I wouldn't call this "the CosPlay video I would love to see." However, since this is the ONLY CosPlay video that we have, I don't have much room to complain, now do 17 Sure, it could have been better, but it's great for what it is and for the price you can pick it up at. Kudos to Media Blasters for bringing such a video over to the US, and I hope we get to see more. And hey, you get to see a large group of Japanese girls-some of whom were very cute-dressed up as video game and anime characters. I know many single male fans out there who will love this video just for that reason alone. -shidoshi

into this video, you should know that it is a Japanese TV special on CosPlay. Why is that important? Well, if you are used to watching Japanese TV shows, it won't be a big deal. If you aren't, however, you might be surprised at how much lower in quality this program is than your usual US television show. This video is. basically, a camera crew and your levely host hanging out outside an anime convention and talking to some of the fans who have dressed for the occasion. Short interviews are done with each, and we get to see a nice variety of costumes ranging from the Sailor Scouts to the heroines from Ravearth to even a couple of Asukas from Eva. I was a bit frustrated that so few male fans were interviewed, as in a few shots we get to see a large group of people dressed as the King of Fighters cast-I wanted to see their costumes better! The other part of this show is a series of segments that were

What exactly is CosPlay? It's a shortening of

"Costume Play," the name given to dressing up

as your favorite character, normally specifically for video game and anime characters. Enter the CosPlay Encyclopedia, a new release from Media Blasters which gives us a look into this

strange and wonderful part of fandom. Coming

Pokemon: The First Movie

Family • Movie • Kid's WB • 7+ 90 min • Sub | Dub • Theater | VHS | LD | DVD

My duty as an anime editor gave me no choice but

to go see the first US released Pokemon movie (trying to make you believe that he didn't want to see it), so three Poke-friendly friends and I went to partake of the event. When the movie opened, the screen was filled with a HUGE image of Pikachu, and the reality of the situation truly set in-I was sitting in a movie theater watching

Pokemon. Seeing any sort of anime on the big screen is somewhat of a surreal event, but there's something about seeing Pokemon in US theaters that feels even stranger. Plkachu's Vacation, the "short" that is shown before the actual movie, was outrageously cute and rather funny in a weird sort of Pokemon way. It's a light-hearted tale about Pikachu and friends at a Pokemon resort, where they get into competition with a rival group of Pokemon (which includes two new Pokemon from the just-released Japanese Pokemon Gold and Silver). Then we get to Pokemon the Movie: Mewtwo Strikes Back, the main event of the night. Here we find the story of the most elusive Pokemon, Mew, and the powerful mutant clone of him. Mewtwo, that humans have created. Of course, Mewtwo doesn't like the idea of simply being a slave, and decides to show the world its true power. Going into Pokemon:MSB, if you've ever seen any anime movies based off of a series, then you'll know what to expect from this one-whether that is a good or a bad thing is up to you. Take an episode of the TV series, beef up the story a bit, increase the production value, animation, and artwork quality, and extend it by a half hour-the final result would be pretty close to the movie. This is exactly what kids will be looking for, so the movie does what it needs to do, and I would be lying if I said that I didn't enjoy myself. If the movie is still in theaters by the time you read this, I would recommend going to see it, if for no other reason than to see the sight of a huge Pikachu dancing around on







AF News Service

Tickets to the US

As we get closer to the new year more and more announcements are coming out as to what we US anime fans will be watch. ing over the course of the year 2000. So, here's a look at just some of the great titles that we have to look forward to.

Photon

Central Park Media Release: Around May 2000 Six episode OVA

Trying to describe this show at all would simply not do it justice. Photon is great in every way that it could be great-it's damn funny, the characters are cool, the art and animation is beautiful-and this will definitely be a title to look forward to next year. Photon was created by the man behind Tenchi Muyo-need I say more?

Geobreeders

Central Park Media Release: Around March 2000 Three episode OVA

The city of Avagane is plaqued by the "Phantom Cats," a group of bio-magnetic creatures who can change their shape into that of a human or a cat. In order to combat these strange creatures, a number of groups have been formed, one of which is Kagura Security. Headed up by Yuka Kikushima. this group of super crime fighters is always on the scene, so long as the price is right.

DragonBall Z DVD Delights

Thanks to Toriyama.org, some new information about upcoming DragonBall Z DVDs has come out, and the news is interesting to say the least. Seeming to have been in the planning stages for some time, Funimation is preparing to start a new release of DragonBail Z episodes on DVD with a very interesting feature-the original Japanese audio track and English subtitles! It seems that the "less edited" episodes of DBZ on the cartoon network, and the special "uncut" VHS collections were only the beginning. It sounds as if Funimation is under the mindset that if they are going to do this, they will do it right, as the subtitles will be true subtitles (and not the dreaded "dub-titles"). and the discs will have a nice little set of extras on them as well. Another interesting point is that these releases will ONLY be on DVD-no

Kare Kanno

The Right Stuf Release: Autumn 2000 TV series

The Right Stuf is one of the quieter US anime companies out there, but they already have a couple great titles planned for next year which are sure to make an impact. First up is Kareshi no Kanojo no Jijo ("His and Her Circumstances" aka Karo Kanno. Why should you know Kare Kanno? Maybe for the fact that it is the next big project from Gainax, and was their next project after the hugely successful Neon Genesis Evangellon. Directed by Hideaki Anno (who also directed other Gainax classics Evangelion, Gunbuster, and Nadia), Kare Kanno originally aired on Japanese television in 1998. I've heard a number of things about this series, and if even half of them are true, we are in for a very interesting experience from Kare Kanno.

Maze

Central Park Media Belease: Around May or June 2000 OVA series released first, then TV series released

The story of a young girl who wakes up one morning in bed in her bedroomonly her bedroom has been ripped from her house and transported to another world. All she remembers is her name-Maze-and finds a young princess named Mill who keeps calling her "big sister." Maze must then protect Mill-



Kimba the White Lion TV series

The Right Stuf Release: Early 2000

While Pioneer has brought us the New Adventures of Kimba, it will be thanks to the Right Stuf that the US is once again blessed with the original 1966 Kimba the White Lion television series. Each volume of Kimba will contain four episodes, and will have a suggested price of \$14.95. When you use the term "anime classic." this is truly one of the titles that should go into this category, and the Right Stuf will help fans everywhere see the series the way it was meant to be seen.

Geobreeders

VHS. Why, you ask? Part of it has to do with rights, but another part of it has to do with the huge amount of DBZ fan-sub tapes that are floating around out there. By releasing the DVDs,

two of DBZ on television, they gave the rights to

of English-only DBZ DVDs will have to do.

home video releases of any type to Pioneer

Anime. So, at least for now, Pioneer's collection

dub fans will be interested in them, but fans who have fansubs will as well. The DVDs will provide far better quality than any current fansubs can, as well as contain the extras on the discs, and this will hopefully convince DBZ fans to purchase the discs to replace their fansubs. As well, Funimation is currently obtaining rights to the other DBZ movies as well. The first one we will see from them-DBZ movie 4, "Super Saiyan Goku," is set to be the first dual-language DBZ DVD release from Funimation, and should hit next Spring. After that release, the TV episode DVD collection will start to come our way. Now for the one major downside to this story-Funimation's DVD collection will begin with season three of DragonBall Z. The reason for this is that while Funimation has the rights to show seasons one and

CONSOLE CONSOLE



Nintendo®64



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- Zombie pedestrians and psychotic opponents challenge players' skill and abilities.
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PROCUS DOCUS codes hints a strategies

Very elcome to the pages of cheats, codes, and hints galore!!! Upon these leaves you will find all the assistance you'll need for the hottest games today. Not satisfied? Need help on another game? No problem! If you need codes or hints on any game, mail GameFan, or e-mail hocuspocus@gamefan.com. Now, travel with thy controller in hand, to a place where cheaters prosper...

Code of the Month!

Developer's Team Code

To unlock the 3 Insomniac teams(NBA 2K, SEGA Sports, and SEGA teams), enter "DEVDUDES" at the Codes screen. To disable the code, enter it again.



This month's code of the doveloper team codes for NAB 2K. You see, if you look very closely at the picture to your left, the poylgon baller bears a striking resembares a striking resembares to striking resembares to form of the doveloper to the the thing the see that the thing the seed of the see



TrickStyle

Um... Tricky Codes! Yeah, that's it!

If you're looking for some stylish tricks (yeah, I'm clever like that) for this game, look no further! All the following codes are entered at the Cheats section in the Option screen.

CITYBEACONS	Win everything
TEAROUND	Always win
IWISH	Infinite time
TRAVOLTA	Power-up move:
INFLATEDEGO	Rig heads







Fast Break Codes!

If running the pick and roll or delivering the alley-oops get boring, these codes will make the game much more interesting to watch. To enable the following codes, enter them at the Codes screen. To dis-

able a code, enter it again.



FATHEAD	Big headed players
LITTLEGUY	Small players
MONSTER	
DOUGHBOY .	Fat players
BEACHBOYS .	Big basketball
SQUISHY	2D thin characters
COACHOUCH	Coaches are
	constantly in pain
BIGFOOT	All players have big feet
DEVDUDES	unlocks the 3 Insomniac







Toy Commander

Dynamite Codes!

If you find yourself having a hard time getting through the large missions of this wonderful game, these codes might do the trick. All of the following codes are entered on the pause screen during gameplay. You will hear a confirmation sound if you input the



code correctly. All Maps

Press and hold L Shift and press A. Y. X. B. Y. X. Heavy Weaponry Press and hold L Shift and

press X, A, Y, B, A, X, Machine Gun

Press and hold L Shift and press B. A. Y. X. A. B.

99 Heavy Ammunition Press and hold L Shift and press A. B. X. Y. B. A.

Press and hold L Shift and press A. X. B. Y. A. Y.



Speed Devils Redlining Codes!

To perform all the following

nitrous pumping codes, input the following commands during gameplay. You'll see a confirmation message appear onscreen: All cars and tracks

Press B. →. B. →. ↑. B. ↑ Infinite nitros

Press ↓, ↑, ↓, ↑, A, X, A. Skip current class

Press ↓, →, ↓, →, A, X, A Extra money Press A, →, A, →, ↑. B. A.







Crash Team Racing

Spyro 2: Ripto's Rage Demo!

Similar to the Crash Bandicoot: Warped code, you can now access the Spyro 2 demo from CTRI At the main menu. hold L1 + R1 and press \downarrow , \bullet , \curlywedge , \rightarrow .





Grand Theft Auto 2

Gang-Related Codes!

All the following codes are entered as a player name. To enter multiple codes, backup from the player name screen, and input another code.

Level Select - ITSALLUP All Weapons - NAVARONE

Infinite Health - LIVELONG No Police - LOSEFEDS \$500,000 - MUCHCASH

Maximum Wanted Level - DESIRES 5x Multiplier - HIGHFIVE

10 Million Points - BIGSCORE

BoomBots

BoomBotstik Codes!

The last hurrah for the Neverhood has all the humor and quirkiness we've come to expect. And when it comes to codes, this game delivers.



All Characters and Levels At the BoomBot Selection

Screen, press ■, ■, ■, ■, ●, ●, o, o, ■, ■, ■, Select, Select, Select



Cheat Mode

To enable the Cheat Mode in this fighting game, press ■, ●, O. H. O. O. H. O. O. H. O. O Select, Select, Select.



Now during gameplay, pause the game and press ●, ■ , and ▲ simultaneously to set the CPU opponent's health to 1 or press ● and ■ simultaneously to subtract 100 from the CPU opponent's health.



BattleTanx II

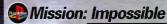
Heavy Artillery Codes!

Getting pounded by mortar shells. missiles, bullets, and other things nasty and unfriendly? Well then, proceed to the Input Code screen and enter the following codes:

Level select - 80DYS Invincibility - HPPYHPPY All weapons - RCKTSRDGLR







Do The Impossible!

While most of these codes won't really help you through the game, it'll make the game very interesting to play. All the following codes are entered at the Load Game Password screen. As each code is entered all, except the FMV sequence and programmer messages code, will display the message "Bad Password". Ignore this message and start a new game.



Super jumps: Select the "Load Game" option, then enter BION-ICJUMPER as a password.



Turbo mode:

Select the "Load Game" option, then enter GOOUT-TAMYWAY as a password.

Slow motion mode:

Select the "Load Game" option, then enter IMTIREDTODAY as a password.

View FMV sequences:

Select the "Load Game" option, then enter SEECOOLMOVIE as a password. You'll see a list of the FMV sequences that you'll be able to access.

Programmer message:

Select the "Load Game" option, then enter TTOPFSECRETT as a password. Messages from the programmers will scroll through.

Mnockout Kings

Cool New Boxers!

Cassius against a seven-foot power forward? Well, with these codes you can see who really is the greatest! Enter the following as names at the boxer creation screen in career mode.

GARGOYLE — Fight as a gargoyle. SHMACKO — Fight as a clown. ROSWELL - Fight as an alien. O - Fight as the musician who did the music for the intro FMV. Q TIP — Fight as the rapper Q-Tip from A Tribe Called Quest.

TIM DUNCAN - Fight as the San Antonio Spur phenom. MARLON WAYANS - Fight as the past-his-prime Marlon Wayans. JERMAINE DUPRI - Fight as the hip-

hop producer, Jermaine Dupri ED MAHONE - Fight as Ed Mahone, the current NABO (North American Boxing Org.) heavyweight Champion.





iameShark Codes

PlayStation Character 1-Infinite HP 800C0980 03E7 Character 1-Max HP

800C0982 03E7

Character 2-Infinite HE

800C0B6C 03F7

Character 2-Max HP

Character 1-Infinite SP

800C09FF 03F7

Character 1-Max SP

SOUCHOEN USES

Character 2-Infinite SP

800C0BDA 03E7

Character 2-May SP 800C0BDC 03E7

Infinite Money

80010164 FFFF

Have All Magic

50003201 0000

3001066C 00FF

800106CE FFF

Psychic Force 2

PlayStation (Imp.)

Unlock All Characters

& Stages

8007A15E FFFF

Infinite Energy P1

800D2038 03F8

800D203A 03E8

No Energy P1

800D2038 0000

800D203A 0000

Infinite Energy P2

800D204A 03E8

800D204C 03E8

No Energy P2

800D204A 0000

800D204C 0000

Super Strength P1

800D203C 4000

Super Strength P2

800D204E 4000

800C0B6E 03E7

The Great Escape Nintendo 64

Spyro The Dragon 2: Ripto's Rage PlayStation

Infinite Health

8006A248 0003

Infinite Lives

8006712C 0004

Have Swim/Dive

Learned

80064682 0001

Have Climb Learned

80064686 0001

Have Headbash

Learned

8006468A 0001

Max Gems

800670CC FFFF

Max Orbs

3006702C 00FF

Enable Summer Forest

3006B084 0001

Enable Glimmer

3006B085 0001

Enable Idol Springs

3006B086 0001

Enable Colossus

3006B087 0001

Enable Hurricos

3006B088 0001

Enable Aquaria Towers

3006B089 0001

Enable Sunny Beach

3006B08A 0001

Enable Ocean

Speedway

3006B08B 0001

Enable Autumn Plains

3006B08D 0001

Enable Crush's

Dungeon

3006B08F 0001

Fnahle Breeze Harbor

30068090 0001

Enable Zephyr

3006B091 0001 Enable

Metro Speedway 3006B092 0001 Enable Scorch

3006B093 0001 Enable Shaddy Oasis

3006B094 0001 Enable Magma Cone

3006B095 0001 **Enable Fracture Hills**

3006B096 0001

Enable Icy Speedway 3006B097 0001

Enable Gulp's Overlook 3006B098 0001

Enable Winter Tundra 3006B099 0001

Enable Mystic Marsh 3006B09A 0001

Enable Cloud Temples 3006B09B 0001

Enable Canvon Speedway 3006B09C 0001

Enable Robotica Farms 3006B09D 0001

Enable Metropolis 3006B09E 0001

Enable Ripto's Arena 3006B0A0 000

Medal of Honor PlayStation

One-Hit Death 8004ACBE 2400

Infinite Health 8004ACC2 2400 GAMESHARK

on Pickun D00461AA A462 80046144 2400 D007DC26 A462 8007DC26 2400

> Unlock All Secret Codes 800386A0 00FF

Enable All Secret Codes 800386A4 00FF

Have All Medals 8003869C FFFF

Silent Bomber PlayStation (Imp.)

Max Score 800F93BC FFFF

Max Shield

800E9384 03E8 Infinite Jump

800E51E4 0001 Infinite Bombs On Pick Up 800F9362 0009 800E9364 0009

Chrono Trigger PlayStation (Imp.)

> Max Money 80027D96 967E 80027D98 0098

Max Hp 30020603 00E7 80020604 E703 30020606 0003

Max Mp 30020607 0063 30020609 0063

Infinite Health

811BC64C 001E Have All Levels

811F1200 FFFF 811F1202 FFFF

Earthworm Jim 3D Nintendo 64

> Infinite Health 810C690F 0064

Infinite Lives 810C6912 0003 Infinite Ammo Blaster

810C6916 03F7 Infinite Ammo

> Bocket Launcher 810C6946 03E7 Infinite Ammo

Banana Peel Bomb 810C6976 03E7 Infinite Ammo Laser

810C698E 03E7 Infinite Ammo

> Green Slimer 810C69A6 03E7 Infinite Ammo

Chickens 810C69BE 03E7 Infintie Ammo

Shotgun 810C69EE 03E7 Infinite Ammo

Music Gun 810C6A06 03E7

Infinite Ammo Boomerang Knives 810C6A1E 03E7

Infinite Ammo Mushrooms 810C6A36 03E7 810E9FF2 0064

Max Green Marbles

3006B08C 0001 Enable Skelos Badlands 3006B08E 0001

WWW.GAMEFAN.COM 91

Rocket: Robot on Wheels

Special Hocus Pocus Strategy Guide!

Sucker Punch's first title packs quite a wallop. Ingenious level design fun gameplay, and awesome physics. Plus, every level is huge. This makes it difficult when you're trying to find all the tickets, machine parts, and items in Rocket. So, if you're having a hard time with this great game, we've got the complete walkthrough for you!

Tickets are essential in order to get further in the game. Some are just lying around, some are in mid-air (where you have to make insane jumps to get), and some you can only get after completing a specific task. Tickets are necessary to open certain areas and most of the time you'll need more than one ticket to activate ticket switches. While you don't need every ticket to beat the game, if you want to fully reactivate the entire Whoopie World, you'll need to get every single ticket.

These gear-like objects come in three colors: silver, gold, and purple each having a value of 1, 5, and 10



tokens seem as useful as the coins in Mario, you'll actually need to collect them if you want to get upgrades from



Tinker, the repair robot. Each world has a total of 200 tokens, and the last ticket for each world is acquired by getting all 200 tokens.

Machine Parts

In every different theme park world, there is a large machine that operates a major attraction unique to that world. Jojo, the evil raccoon, has split the machine into seven different parts. Yup,

you guessed it: In order to get farther into the game and reactivate the main attraction in each world, you'll need to find



the seven different machine parts hidden in each world. Once you've found all seven parts, return them to the machine's main console.

Booster Packs

Booster Packs increase the health of our hero. Booster



Packs are hidden throughout every level so keep your eves open!

Recharge Centers Feeling low and slow? Well. take an electric shower! These are found all over the place.



the two main ones are found in front of Clowny Island, and at the bottom of the level entrance hall. They're free to use, so take advantage!

Vehicles

Every world has a different vehicle you can use. Some require a certain amount of



Vehicle commands differ with every vehicle, and they're





always listed at the bottom of the screen every time you jump in.

Rocket Upgrades Tinker, the repair bot, will

be able to upgrade Rocket with new tools and weapons when Rocket brings him enough tokens for every level. There are a total of four upgrades:

Slam (80 Tokens) The Slam upgrade lets you stop an opponent in its



When you have an object or



enemy trapped in the tractor beam, jump and press the Z



button to slam the target into the ground.

Double Jump (250 Tokens)

The standard platform power-up is, not surprisingly, found here. With this powerup, you'll be able to Double



Jump (through the use of thrusters). You cannot use the Double Jump when you're in water. Simply press the Jump button again while in the air.

Freeze Ray (450 Tokens) While the Freeze Ray is only

useful on liquids, without this upgrade you'll find it very diffi-



When you're near water, press and hold the Z button while pressing A.

Grapple Shot (650 Tokens)

The last of Tinker's toys for Rocket, the Grapple Shot enables Rocket to hook onto objects where you can use your tractor beam to grapple. The



Grapple Shot is best used when vou're standing on a grapple platform. To activate the Grapple Shot, press and hold the Z button, and press B. A red



line can be seen from Rocket's head. Use this red line to aim for the object you wish to grapple to. When you get the green lock-on, press B again to fire out the Grapple Shot.

Other helpful hints:

· When Rocket has an item in his tractor beam, instead of using the B button to put it down, press the R Shift button to turn off the tractor beam. · Likewise, if you've got an object in your tractor beam and you start to aim with the B button, if you want to back up a step and re-position ton to cancel the throw

Rocket, press the R Shift but-· While in the tractor beam throw position, if you need to aim higher or throw the object farther, simply jump (A button) as you're throwing the object. · Later in the game, objects may be thrown at you. You can easily catch them out of the air by simply pressing and holding the B button.

Clowny Island

This is where your adventure begins, and you shouldn't have a problem here. This level will give you good practice on jumping techniques and will get you used to the realistic physics of the game.

Ticket Locations

On top of the highest yellow flower in the park area in the middle of the island. Run past the mole, then jump up the flowers to the top one.

On a floating platform in the

water in the back of the island away from the starting point. Jump across the small platforms, then jump and swing on the handle to the big platform-

Inside the Midway house Win all three games. Feed the Presidents and knock down the Alley Cats. Chick Tac Toe requires that you throw a ball at the chicken while she's thinking about her move.

Ticket D

Inside the Bee-Ware funhouse. The entrance is right underneath the house on the beach: It's a honeycomb-patterned elevator. Complete the jumping sequences. and they'll lead you to the ticket.

Race the CornCart, There is a car on the boardwalk called the CornCart. It will challenge you to a race, and you'll need the DuneDog vehicle in order to beat it.

Ticket F

Beach Rings. Go through all the green rings around the island. The starting point is underneath the ramp to the boardwalk, near the entrance. Again, you'll need the DuneDog.

Ticket G

Make a Roller-coaster. Make the roller-coaster appear by finding the four screws and bringing them back to the square pad near the rollercoaster area, which has a picture of a screw on it. Once the roller-coaster appears, bon in the control console and draw a simple roller-coaster with a complete circuit. Jump into the roller-coaster to ride it.

Ticket H

Make a Roller-coaster 2. Once you finish ticket G. numbered targets will appear hovering over the roller-coaster platform. Make a roller-coaster that passes through all five targets to get another ticket. You have to pass through the five targets in order.

Ticket I

Start up the Dinosaur. Collect all seven machine parts, and bring them to the machine console, which is in an open tree near the dinosaur.

Ticket J Get to the top of the

Dinosaur. Go into the dinosaur through the secret entrance under his stomping foot, then navigate through the puzzles and hazards inside until you come out in his mouth. Go up the ramp to his nose, and jump up to the top of his head.

On top of the Midway. Find a crate and move it under the handles on the right side of the building. Use your tractor beam to grapple your way up to the roof. You can also do this by coming back after you have the Double-Jump move.

Ticket L 200 Tokens.

platform.

Machine Parts

1. Underneath the ramp from the beach up to the boardwalk. 2. In the park, near the big yellow flowers 3. On the left side of the

Midway. 4. Behind the loading platform for the Rollercoaster. 5. Near the DuneDog, on the

beach under the rollercoaster

6. Over a dune, to the right of your starting position, generally grabbed by jumping through it with the DuneDog. but you can get it by standing on a box and jumping to it. 7. Inside the Bee-Ware fun-

house, in the honey path

room

Booster Pack On the beach. Actually, it's under the dock in the water. Any time after you get the Slam upgrade, you can grab the frozen key and slam it free of its icy prison to open the gate to the other worlds. The next world you'll want to visit is Paint Misbehavin'. There are a few tickets you can grab in the main room before you enter.

Vehicles

Dune Dog (50 tokens) Found on the beach right

underneath where you meet CornCart

Paint Misbehavin'

Paint Mishehavin' is much. much larger than Clowny Island. and you'll get to play around with two new vehicles Exploration is a must if you want find all the items in this level.

Ticket Locations

Ticket A Paint yourself the colors the guard wants. Jump into pools to make yourself green on top and orange on the bottom. The pools have a deep part and a shallow part, so you can paint your whole body, or just the lower half. The best solution is to jump all the way into the blue pool, then halfway into the clear pool (to wash off the blue), then halfway into the red pool, then all the way into the yellow pool. Then you'll look like what the guard expects, and he'll let you in.

Ticket B

Paint the four statues. Toss sheep onto the briarcovered pedestal to form stair steps, then jump up and get the HoverSplat. Drive it into the lower courtyard with the odd statues. Paint the Heart Red, the Tree Green, the Banana Yellow, and the Carrot Orange, A ticket will appear, and when you pick it up, the Pantheon will rumble up out of the ground.

Ticket C

Paint the magic spheres. In the cave where all the spheres are floating in a circle, occasionally emitting electric zaps, paint the floating spheres so they have the same colors in the same order as the clear gems on the floor. The order, going clockwise, is Purple, Green, Red, Yellow, and Blue.

Ticket D

Go into the pantheon you raised earlier to get ticket B. Climb up the statue and the handles on the gears in the back. Jump to the lower ledge. Roll out on the gangplank and jump onto the statue's toga. Go up the toga and along his arm to the middle ledge. Wait there for the other arm (with the torch) to come around, then jump onto that, Roll along the arm to the head. Roll up the leafy crown and up to the top. Jump to the nearby swinging lamp. Jump from that to another lamp, and from there to the high exit. Go outside, and note that one of the wires holding up the flagpole has handles up it. Jump up the handles, and grab the ticket.

Ticket E

Open the main gate. There are three pieces of a broken medallion on the main gate, right in front of you as you enter the world. The three matching pieces are in three smashable column segments: one in the first room, one near the color-sensitive quard, and one in the ruined area with the clown and the mosquito. The one nearest the mosquito is the one with the medallion piece. Bring the pieces near the gate and let them go, and they magically slot into place. Once the gate opens, a ticket is waiting behind it. Ticket F

Jump across the tree. On the far side of the meadow, on the opposite side of the river, is a little building with a ticket protected by a force field. By jumping onto the stump a short distance away, and from there to handles on the branches of a nearby tree, you can jump up to the top of the building where there is a button. Push the button and the force field lowers.

Ticket G

Trigger the sheep switch. Under the dock where you first found the FinBot is a small niche with a ticket in it. If you look up, under the dock is a big button with a picture of a sheep on it. Grab a sheep and take it under the dock and let it

go, where it will float up and hit the button, lowering the force field.

Ticket H

Start Big machine. Collect all seven parts (listed below) and take them to the machine console, which is way up in the back of the upper pool and can be climbed to from the meadow by scaling the rocky cliffs.

FinBot rings. Near the big machine (the pump) are some rings you can swim through with the FinBot. You need to raise the water level by collecting the machine parts first.

Ticket J

Aqueduct. Once the water is raised, you can swim into the aqueduct entrance at the top pool. Inside, you must navigate through the whirlpools, through the fish ladder sections, and into the big round room. Inside there are a series of buttons to hit that eventually raise the three fountains, enabling you to ride the FinBot out of the room and down the last section, which eventually lets you out above the Pantheon, where there is a ticket on a pedestal.

On top of the pump platform, behind the pump, is a ticket. You need to raise the water level, then ride the FinBot over and poke around on the pump platform.

Ticket L

200 tokens.

Machine Parts

1. Near the entrance to the color guard's area. 2. In the ruins, guarded by a

mosquito. 3. In the back of the Pantheon

courtyard, above the back loog

4. In the magic spheres room. 5. In the river in the meadow (use the FinBot to get this).

6. In the rocky cliffs above the meadow, on the way to the upper pool. 7. In the big pool near the big machine.

Booster Packs

In the pool behind the courtyard with the four paintable statues, guarded by a mosquito,

Vehicles

HoverSplat (125 tokens) On a structure in the first

area you enter.

FinBot (175 tokens)

In the water near a dock in the meadow outside the main gates

Mine Blowing

Ticket Locations

Ticket A

Mushroom cave. Jump down into the pit in the first big room. Avoid the mushroom there, and go down the passage behind the waterfall. Once in the mushroom cave, use the mushrooms (they'll trap you inside of them) to do triple jumps up to the high ledges, and eventually to the really high ledge at the top with a ticket.

Ticket B

In the Cage. Once you start the BeamLift, lift up the cage and drop it so its edge is propped up by a small box. Then carefully slide under the cage and get the ticket. Be careful: it's possible to get stuck under the cage, which will require a reset. You get to keep the ticket, though,

Ticket C

Exploding colored gems. Go up three steps from the BeamLift room and you're faced with a new switch which is triggered by bombs. Grab a bomb and throw it at the bomb switch and a bridge will appear. Cross the handles and then go into the next room. and you'll see a vellow gem on the floor and a vellow gem embedded in the wall. By doing exactly what the sign here tells you not to do (throwing one yellow gem at the other) you can blow up the wall and get into the next section. Here you have bombs and more colored gems. Blow the walls, collect the gems, and throw them across the chasm into the last room. There you can match gems to blow away progressively more rock to reveal the ticket.

Ticket D In the BeamLift room.

There is a high ledge with a blowable wall. Use the BeamLift to move boxes to make a staircase up to this ledge, then carry a bomb up the boxes, blow up the wall, and collect the ticket.

Cannon Caves. In the BeamLift room, use bombs to blow away the three stalagmites, then climb up them and through the tunnel to a platform way above the mushroom pit room. From there, swing across a lamp to a secret room behind the statue Whoonie the Mining Walrus, and into a set of caves where cannons will give you some trouble. Grab a cannonball out of the air and throw it back at the cannon to destroy it, leaving behind a useful bomb dispenser. Use bombs to blow away walls, and a huge hunk of floor in the last room, revealing a ticket and a button that starts the Pit Boom Flevator.

Ticket F Glad to Help. From the pit

room platform, you can go across some moving platforms to an area where there are many mine cart loops. Ride the first loop and jump out at the row of lamps. Swing across the lamps to another cart loop, where you'll need to jump out and drive across a twisty platform to avoid being dumped out of your cart. Then get aboard another cart, and this time jump out and swing across handles to avoid the dump-off section. When you finally get to the end, there is an annoving clown, and a big door that can be opened by pulling on a Unfortunately, the chain. door closes when you let go, and the chain isn't long enough. Fortunately, the clown, being happy to steal anything you're holding on to. will steal the chain pull from you and hold the door. Drive in and grab the ticket. Ticket G

Rolling Rock (no, not from Latrobe, Pennsylvania). Once the Pit Room Elevator is started, you can go all the way down through the false bottom into the basement of the pit. There, you can enter the Rolling Rocks area. Jump across the small pit at the beginning, and grab a bomb. Take it up the tunnel, making sure not to let it touch any rocks, and toss it at the blow able wall at the end. Go back and do it a second time, and ignore the third set of rocks. Just roll right past them to collect your ticket.

Ticket H

Start the big machine. Collect seven machine parts (listed below) and take them to the machine console, which is behind a large wall in the BeamLift room and down a short tunnel.

Ticket I

Ore processor. Once the big machine is started, jump across a variety of skills-based challenges inside a huge ore processor

Ticket I BeamLift room ledge. Move a box over into the corner of the BeamLift's room (where there's a large column that looks like a big drill bit) so you can reach the lamp handle there. Jump across several tilting platforms and use some handles to eventually get to a high ledge where there is a ticket.

Ticket K Down in the pit basement is

a wall that looks blowable. Get a bomb down there (from the start room or the BeamLift room) and blow up the wall. There's a ticket behind it

Ticket L 200 tokens.

Machine Parts

1. At the bottom of the pit,

near the bottom of the waterfall 2. In the mushroom cave.

near the back on the floor. 3. Behind a blowable wall in the BeamLift room. 4. In the exploding colored gem area, over the second pit. 5. In the pit basement, near the Rolling Rocks entrance.

6. In the Cannon Caves, going left from the first room. 7. In the Cannon Caves, going right from the first room.

Booster Packs

In an alcove near the entrance to the Rolling Rocks gauntlet, at the very bottom of the pit near the beginning of the game. You must start the pit elevator first. Vehicles

BeamLift (325 tokens)

This is hidden behind some

boxes in the big U-shaped room you come to by leaving the pit room and jumping across a pool of lava.

Arabian Flights **Ticket Locations**

Ticket A

Stepping Stones. Jump across the small floating platforms, touching each one exactly once and ending on the far side. The forcefield in front of the ticket will drop, and you can jump in and grab it. One solution is (looking down on the puzzle as the camera shows you, using U. D. L. R for up down left right): U. UR, R. U. L. DL, DL, L, U, R, UR, U.

Ticket F

Tower race. One of the tow ers has a spinning propeller on it, holding up the top of the tower. Land on the tower and push the button, and another tower will sprout a propeller and open up. Get to that one before the time runs out and push the button and another will open up. Visit four towers in this fashion and when you hit the last button, the strange forcefield around the cobra tower will vanish and you can collect the ticket.

Ticket C

Bomb toss. There is a tower with four bomb switches on it. spiraling up the sides, and a platform rotating around it. Land the carpet nearby, and toss bombs at the switches, When you hit one, the plat-form rises, giving you an opportunity to hit the next one. Miss one and the platform lowers. Hit all four before running out of time. and a ticket will appear on top of the tower.

Ticket D

Puzzle Rooms. One of the towers has a dumbbell shape on top; there are two towers connected by a passageway. On top of one end of the dumbbell is a small hole you can jump in, where you can blow a wall, avoiding an Arabian Clown. Go inside and find several challenges. First use bombs to hit switches to extend bridges. The bridges don't extend all the way, just enough to allow you to jump across. Then freeze ice cubes across a pool to reach a chest. Smash the chest open and find a key. The key fits a lock nearby that will open some doors. Then freeze ice cubes to navigate around a simple maze. Finally freeze your way across a pool with a whirlpool in the center of it. There are Carrier Bots in here, but with your freeze beam, you should be able to make short work of them, and the Mini Bots they release when smashed.

Ticket F

Magnet Tower. One of the towers appears to have magnet symbols on it, and steel boxes stuck to the outside. Enter the tower and find a room with three doors. Push a button and open the first door and find a steel box, a steel wall, and a button. Hit the button and the steel wall magnetizes, which allows you to stick the box to it and jump to the ton to open the second door The second problem is the same, but with less time available. The third problem involves a much higher wall and two boxes.

Carpet Rings. Fly through the 32 rings scattered around the level within the time limit The course begins underneath the big central tower.

Ticket G

Chase the Boc. The Boc is the huge eagle-like hird flying around the tower. On the carpet, you can chase him and grab the ticket he has in his tail feathers.

Ticket H

Start the big machine, Collect 7 parts (listed below) and take them to the machine console, which is at the base of the central tower. This will start air currents which will raise the 5 colored balls into the air, revealing the entrance to the tower as well as the secret flying puzzle.

Ticket I

Inside the machine, Unlike most jumping gauntlets, the object here is to get from the top of the machine to the bottom. Jump into the hole at the top of the machine. First off, you have the sorter. Jump across this, following the arrows to reach the button at the bottom. Push the button and a fan later in the level slows down, lowering a platform into place. Now go ride an airstream back up to the top and follow the new arrows to a different button. Do it again and all the platforms will be in place to jump across, Jump across them and grab a handle. Jump across to another handle, let go of it and slide down a slide to another handle, jump across, slide, and jump across two more handles to a ledge. Here you'll find several fans that threaten to shove you into the center and the main airflow. Time your movement so you move across them when they're stopped. Next is a set of 5 fans, which has a complex pattern. Go past them in the following order:

Lower Left, Lower Center,

Upper Right, Upper Left, Lower Center, Lower Right, again only when the fans have stopped. Pick up your ticket and head out.

Ticket J

Secret Flying Puzzle. If you fly under the four colored balls on the outer arms of the machine tower, you'll hear a sound like a wood block being hit 1, 2, 3, or 4 times, Fly under the balls in order from 1 to 4 and a ticket will appear. The order of colors is Red. Purple, Blue, Green,

Ticket K

Hidden behind the blue restart platform on the outskirts of the world. Fly around the perimeter clockwise, looking at the backs of the towers. and you're sure to see it.

Ticket L 200 tokens.

Machine Parts 1. Right behind you as you

enter the level. 2. On the steps of the tower

where you start the Stepping Stones puzzle. 3. Tucked away behind the Magnet Tower, 4. In the entryway to the

Puzzle Rooms. 5. On top of a low building on the outskirts of the world, directly adjacent to the Stepping Stones start tower. 6. On the landing tower for

the Bomb Toss puzzle. 7. In an odd-looking one-of-akind short tower near the red restart platform.

Booster Packs Underneath the red ball on

the central tower, after the machine has been started and the balls are floating on air currents.

Vehicles ShagFlyer (475 tokens)

Right to the left as you exit the platform you enter (the Purple return platform).

Pyramid Scheme

Ticket Locations

Ticket A Climb the Pyramid. There's a jumping/swinging problem on the side of the pyramid facing you as you enter. Grapple to the first handle, then jump and swing to the rest, avoiding the triangular barriers sticking out of the wall. Once at the top, freeze your way across the pool to the ticket.

Ticket R

Tile Flipping. Around the other side of the pyramid is a small pedestal with a grapple pad on it. Step on the pedestal and it will rise into the air, giving you a good view of nine tiles, each with a nicture of Whoopie or Jojo on it. If you use your grapple beam to hit a tile, it flips over, changing from Whoopie to Jojo or vice versa, and it also changes the tiles directly adjacent. Looking down, you see a 3x3 array of Whoopie faces, which is the correct solution. From the start position, the solution is to hit these four tiles, in any order: center, right center, lower right, bottom center.

Ticket C

Return of the Screws. There is a primitive Screw altar on an island in the fork of the river. Find the four screws and return them to the altar and the huge screw will unscrew and reveal a ticket. To get the screws onto the island, you need to master the jump-andthrow move. Stand on the shore with a screw, get ready to throw and aim toward the island, and jump into the air, then throw while you're at your peak. The first screw is in the tall grass right of the altar (looking at it from the pyramid). The second is on a ledge you can reach by jumping across platforms behind the island. The third is in a deep section of water below the island on the left. The fourth is hiding in a tunnel in the wall, to the right of the screw island, entered from an entrance near the wall connected to the pyramid that can be vaulted over using the kick-Ticket D

Transformatron. Inside the base of the pyramid, through an entrance right in front of you when you come into the world, is the transformatron. This machine enables you to switch the world from Light mode to Dark mode. In Dark mode, everything is filled with lava and ruined. Collect the 7 parts (listed below), and bring them here to activate the first portal from Light to Dark. The other portals must be found and activated by stepping through them from the Dark side, after which they will work in both directions.

Lava Race. Once in Dark world, you have little choice but to climb up the side of the pyramid, by climbing up one set of steps a few notches, then taking a huge jump over to the other side, climbing up a short ways, then repeating. Once at the top, you jump into an ominously rumbling hole. and find yourself inside the pyramid, in a huge room filled with lava. Double jump to the nearby handle, and it activates the lava, which begins to rise alarmingly fast. Jump quickly from ledge to ledge (watch out, they drop out from under you), and then from handle to handle, to reach the top and a ticket. Then go down a short hallway to the room where the GliderBike is kept.

Ticket F Circle of Ruin. In the light version of this area is a myste rious rotating stone circle with an arrow on it, and four tall platforms, only one of which you can directly climb on top of. In dark, most of the circle is gone, but you can still see the arrow. By going back and forth from dark to light, you will notice that the ruined circle is stopped in Dark, pointing the same direction the arrow was pointing at the moment you stepped through the portal. By stopping the circle pointing towards the one platform you can climb, you can climb up, across the ruined circle, across the strange ruined towers, and onto the platform with another dark/light portal on it Jump through the portal and wait for the circle to turn 90 degrees, then jump back through and across the ruined circle to the ticket.

Cross the Lava. In the back of the dark world, near where the screw island would be, is the entrance to a round room with lava in it, and three rings of rotating floating platforms. There are lava walls in here. and you must jump across first to the outer ring, then to the middle one, back to the outer, into the middle one again, and last to the very inner ring and up to the central platform. Push a button and a bridge appears, making it easy to get back.

Dark & Light Gauntlet, In light world, you can reach this area by climbing up the side of the pyramid that has a huge Whoopie head on it, then trying to cross the suspension bridge. The bridge falls, but leaves a handle ladder up to the entrance. Once you get there, you can't do much until you come to the same area in Dark world. There, you can jump on the platforms sticking out of the lava, which turn out to be kickers, which you can jump across to get to the next portal. From there, back in Light world, you can freeze your way across the water and up the handles sticking out of the waterfall, and then go back to dark world. Jump across the uneven tilty pillars, and get to the top, where you switch back to Light world. Climb up the narrow wall over the waterfall, and jump across. Hit the last portal, and the ticket is waiting.

Secret Faces. On the side of the pyramid in Light world is a big Jojo head, with four faces on the wall above it. Hitting the button in front of each face switches the faces around, toggling between pictures of Whoopie, Tinker, and Jojo. Once you get into Dark, you see the same head, but with a crumbly-looking rock in its mouth. Find the cannon in the Circle of Ruin area, and grab a bomb as it shoots one at you. Carry it back to Jojo's head and blow up the rock in his mouth. You can then go into the secret chamber and see the correct combination: (L to R) Tinker, Jojo, Whoopie, Tinker.

Ticket I

GliderBike Rings. In Dark world, on the lower "track" around the world, working your way clockwise, you'll come to the beginning of a rings course that requires some driving and some glidin a.

Ticket K

High platform. Driving counterclockwise around the upper "track" in Dark world, you'll see a purple platform hanging in the air off to the left of the track. Glide to it, and you'll see another one further on, and higher. Glide to that one, and then one more, and up above you'll see a really high platform with a line of handles running down from it. Jump and glide off the platform, and jump out of the bike just as you get near the handles. Grab a handle quickly, then swing and jump up to the high platform. Pick up the ticket, then just for fun grab the handle there in the doorwaylooking area. It will take you on a pretty cool trip down all the way to the floor.

Ticket L 200 Tokens

Machine Parts

All of these are in the

Meadow Gauntlet, which is in the Light world between the pyramid and the screw island. 1. At the beginning of the Meadow Gauntlet, on top of a small pyramid.

2. On the platform after the flipping platforms in the Meadow Gauntlet 3. On the platform after the

rising pillars in the Meadow Gauntlet. 4. On the platform after the rising line of handles in the

Meadow Gauntlet. 5. In the air above the first kicker at the end of the Meadow Gauntlet

6. In the air above the second kicker in the Meadow Gauntlet

7. On the final platform of the Meadow Gauntlet.

Booster Packs

1. Light world, on a ledge in the far back corner, behind the big screw, reachable by going through the jumping gauntlet back and forth over the river, then climbing up to the tunnel in the rock, and finally swinging across handles on the wall 2. Dark world, on a plat-

form hanging above the entrance area, near the The platform pyramid. must be gotten to by flying high with the GliderBike, then jumping out of it near one of the hanging handles leading to the platfom, grabbing the handle, and swinging up onto the platform. (There are two platforms here, and the other one has a 10 token coin.)

Vehicles GliderBike (750 tokens)

Must climb up pyramid in Dark world and solve the Lava Race section (see the instructions for ticket E). If you don't have enough tokene to start the GliderBike, you can leave through the right passageway and reveal a shortcut that will take you back to this room without having to race the lava again.

Shortcuts

There are Dark/Light portals scattered all over the place. which generally are inactive in Light until you step through them from the Dark side. Once you've done this once each, they are activated for good.

Food Fright

Tickets

Ticket A

Marshmallow Jumping. Find the hopping marshmallows, which look and sound remarkably similar to the mushrooms from Blowing, and use the tripleiumn to iumn off the high striped platform into the bottom of the cage high above the floor which holds a ticket.

Ticket B

Working for Scale. Almost directly opposite the marshmallows area is a big toothy scale, with candy scattered all over the floor, and a clown making it difficult to move the candy to and from the scale. With a little trial and error, and watching the needle on the scale, you should be able to find the correct combination. which is 1 large candy, 2 medium and 2 small. Ticket C

Start the big machine. Collect all 7 parts (locations listed below), and bring them to the console, which is cleverly hidden behind the big monster's teeth, just in front of you when you enter the world.

Ticket D

Spinning Handles. Once VOII'VA started the him machine and climbed up to the top, you come into a strange mechanical area with (among other things) three large spinning discs hanging in the air, each with four handles hanging from it. Jump to the lowest disc from a nearby ledge, and from there to the next disc, and so on to a high ledge with a ticket on it.

Ticket E

Maze of Rings. Clockwise from the entrance is a maze of sorts with some glowing rings you should recognize. In this case, you need no vehicle; just jump and roll through them within the time limit for a ticket.

Ticket F

Feed Me. Counterclockwise from the entrance is a pipe with a large hole in it. Jump in the hole and discover a very fat, lazy troll, who whines that he wants candy. Grab the candy he desires from nearby dispensers and get it in his mouth before he changes his mind. Once he eats too much. he'll explode, leaving the ticket he was sitting on



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Flipping Bugs. Once you've started the SpiderRider, raise the ramp in the back of the room by going left (as you stand at the entrance looking into the room) all the way to the wall, taking a bomb along the strange worm-like pipe. and hitting a bomb switch on a platform in the middle of the toxic sludge. Then ride the SpiderRider over the ramp and into a small pool with several strange-looking bugs. Run into them with the SpiderRider to get them to flip over. They only stay flipped for a short time, then turn back. If you can get them all flipped over at the same time. a gate will lower allowing access to a ticket.

Ticket I

Monster Brain. Raise the monster up out of the sludge by hitting the other bomb switch on the right-hand side of the level. Then ride the SpiderRider up over his tongue and into his mouth. You end up in his head, working your way through the cerebro-spinal fluid (vuck) that surrounds his brain. Avoid the floating eyeballs, slithery nerve stalks, and brain-boring worms and get all the way to the center of his brain, where a ticket sits waiting.

Ticket J

Monster Eyes. The astute will note that the monster's eves have the bomb switch logo on them. Since there is a bomb dispenser on a high ledge overlooking the monster (right above the entrance). why not try hitting his eyes with bombs? If you can hit one eye, then hit the other before the first reopens about 10 seconds later, he'll go under the sludge and sulk, which is your chance to quickly get into the SpiderRider and ride up onto his back before he rises up again. Once you are on his back, you can grab the ticket up there.

Behind the spider's evebrows. On the lowest level of the bakery, looking at the big spider when you come

in, there's a small niche behind the eyes of the spider, which can be gotten to by riding the spider/crane all the way around to the front of the machine, and jumping over his eyes. In the nicha je a tickat

Ticket I Collect 200 tokens.

machina

Machine Parts

1. On a ledge directly above the entrance. 2. On the narrow ledge just above and to the left of the entrance. close to the

3. Over the marshmallow room, high enough that you'll need a marshmallow triplejump to get to it.

4. On the high path that twists around the straw over the chocolate area (over the milk nool) 5. On a small ledge above the

marshmallow area (near the chocolate milk pool). 6. In a niche high on the wall over the scale area. 7. Sitting in the stream of milk

in the chocolate area. **Booster Packs**

On top of the cage that

holds the ticket in the marshmallow area. This must be gotten either by jumping from the ledge behind the big machine, or by making a harder jump from the ledge between the marshmallows and the chocolate milk river.

Vehicles SpiderRider (850 tokens) This is sitting in the pool of sludge right near where you enter the top level of the world.

Whoopie World

Tickets

Ticket A

The very first ticket in the game, dropped by Jojo on his way into Whoopie World.

Behind a hidden door in the back of the main platform that holds the big statues of Whoopie and Jojo.

Ticket C

5 Pillars. Climb up Joio. then jump over his head and grab his nose like a handle. Swing back and forth and jump into his mouth. You'll warp to a strange room. where you'll need to hit 5 buttons in the proper order to raise 5 pillars. The correct order is to start with the button at 1 o'clock as you stand in the entrance looking at the room, and work your way around clockwise from there.

Ticket D

If you look around underneath the entrance to Paint Misbehavin', you'll see a handle and a small niche under the platform. Go to the entrance, but instead of jumping onto the warp pad, jump off the back of the platform and trigger the tractor beam. You'll grab a handle sticking out of the back of the platform, and can swing from there into a niche with a ticket.

Ticket F

Collapsing Path. Once you've opened up Mine Blowing, you'll find that besides just revealing the "true" entrance to the Mine, you've created a staircase that lets you go up to the top of the little hill there and jump into the hole in the top. You'll enter an underground cavern with a twisty rock path leading to a ticket. Try to run and jump along the path to the exit, but be quick, because the path starts collapsing as soon as you step onto it.

Ticket F

Once you've activated the airstream up to the clouds above Whoopie, you'll see two small clouds just off the main cloud. One of them acts like an elevator, dropping you down just below the main cloud, where you can grab a handle hanging below the cloud, and swing from handle to handle to reach a ticket completely obscured by a Just swing emall cloud through the cloud and you're sure to grab it.

Ticket G

Flying Screws. The other small cloud off the main one shuttles you over to a medium-sized cloud a short distance away. Jump on the medium cloud and you'll warp into a platform high in the air with four screws jumping around on it. If you can get all four screws into their slots (on the four colored towers surrounding the main platform) a ticket will appear. Jump off the platform or wait for the timer to count down to exit.

Ticket H

Once you've revealed the space elevator (by hitting the

last ticket switch in the main Whoopie World room), ride it up to the dome room. From there, you can stand on the big rock near the center of the room and grapple up to handles on the ceiling. Swing across the handles to a tunnel that leads you to Food Fright. Instead of going down the tunnel, jump around the back of the room from ledge to ledge to a tunnel opposite the one to Food Fright. Halfway down the tunnel is a line of tokensroughly pointing at a section of wall. Pass right through the wall and down a short tunnel to a ticket hanging over the room entrance.

Ticket I

Rock Tumbler, If instead of following the tokens through the false wall as directed for Ticket H, you instead follow the tunnel all the way down, you can jump down a hole and end up in the Rock Tumbler area. Jump through three different rotating challenges and claim your ticket.

Ticket J

Back down in the mainroom of Whoonie World, just past the gate you opened way back at the beginning of the game, there's a small platform hanging in space off to the right, as you come into the main room from the Clowny Island entrance. Double-jump to the ledge, and from there to a series of handles that are spaced pret-ty far apart. Make it to the end of the series of handles. and a ticket waits. Ticket K

Finish Jojo World. This is

the ticket that Jojo's been keeping under his hat the whole game. Finish the Jojo World gauntlet (walkthrough below) and claim the ticket.

Ticket L 200 Tokens.

Booster Packs

1. In the back of the water

pool. Must use the Freeze Ray to freeze ice cubes up to it. 2. On top of the pedestal in the back center with the handle sticking out of it. Must use the Grapple to grapple up to the handle, then swing very high and double-jump to get to the top of the pedestal.

Running outta space, here No spoilers for JoJo's World... From here, you're on your own! Good Luck! Dangohead



It's a Me, Pikachu...

Bad news, all you Poke-haters out there, it looks like our dear old plumber there. It looks like our dear old plumber Mario may be out of work thanks to the overwhelmingly universal popularity of Pokemon. The big 'N' has quite a few plans for Pikachu and his myriad of friends, and, while Mario will still be the premier mascot for Nintendo, expect quite a bit more expansion in the Pokemon universe.

Did Isay expansion? I sure did. In fact, Pikachu is rumored to be starring in a handful of new titles for the Dolphin and Game Boy Advance. The first disc to feature the cuddly cute creatures known as Pokemon will be Pokemon Ref—a 128-bit big brother to the already popular Game Boy games. Pokemon racing and fighting games (a la Smash Brothers) are also rumored for the Dolphin, as well as an unknown Game Boy Advance game that will take advantage of the system's network features. I can already hear the cash registers ringling.

Sega Chu Chuses Their First Online Game

Early adopters of the Sega Dreamcast have to be disappointed that their brand new system has yet to produce a true online game. Fear not Sega-lovers, Chu Chu Rocket is on its way! Word from the inner depths of Sega has confirmed that, come this March, U.S. gamers will finally understand the Chu Chu craze that has been sweeping the streets of Japan lately.

Sega's first online game will in fact be Sonic Team's highly addictive Chu Chu Rocker, one of the surprise import hits of '99. There's even a rumored 'international' feature being planned so U.S. gamers can play against gamers all over the world. Keep an eye out for this one!

Nintendo's Dolphin In 2000 After All?

A well-vested source within the house that Mario built has recently informed us that Nintendo is farther along with their next-generation system plans than we might have previously thought. Nintendo's first foray into a

non-cartridge world should hit the Land of the Rising Sun just in time for the Christmas 2000 season (expect the software library to be thin, though). Now the bad news... it looks like the global launch that was originally planned has been scrapped—U.S. aamers should expect the

Dolphin sometime in the sum-

mer of 2001.

Spyro Lights Fire

To The PlayStation 2
Riding on the coattalis of a very successful holiday season, it's rumored that
Spryor the purple dragon will make his
third outing on the PlayStation 2 in time for
Christmas of 2000. Insomniac, the little
dragon's creator, is already hard at work on
to 128-bit sequell. Early word from the
development team indicates that Spryor
will have a whole new batch of worlds to
explore, and, thanks to the sheer power of
the PlayStation 2, his next adventure will
be bigger than ever. Sheep beware—he's
coming to get yet.

Bear Attacks

Dolphin, Film at 11

Well kids, there's good news and there's bad news... The bad news is that, thanks to an overly busy schedule. Rare's plans to bring out a sequel to Banio Kazooie on the N64 have been cancelled. The good news? Banjo's anticipated sequel will now be a premiere Dolphin game! The talented folks over at Bare have been rumored to be working on a brand new third person adventure, starring Banio the bear and his overly energetic sidekick Kazonie. for the Nintendo Dolphin. Expect an unlimited amount of voice involved with the adventure, along with guite a few surprises and quest appearances. Banjo's next adventure should be a holiday 2001 hit!

The Summer of Shen Mue

The first chapter of Sega's monumental RPG, Shen Mue, might just see an early launch this summer to help Sega outshine the planned Playstation 2 fall launch. How will they beat this incredible deadline, considering the game has an extraordinary amount of speech? Well, Sega executives are toying around with the idea of subthilling the game to speech they are just playing with the idea at this point, but expect all things Shen Mue to be cleared up by £3.

NFL2K 2B Online Capable?

The producers of Sega Sports NFLDK have recently confirmed that they're aiming for online play for the next chapter in the series. While a direct head-to-head option may not be likely, expect to be able to download the latest stats and players right to your VMU. The next installment of NBA2K should also feature this online option.

ECW: For Mature Wrestling Fans Only

On February 17th, 2000, Nintendo 64 gamers will gear up for the next step in the evolution (or shall I say de-evolution?) of professional wrestling. Acclaim's ECW Hardcore Revolution. Now the television show is decidedly more violent than the more mainstream WWF or WCW, and Acclaim is dedicated to delivering the exact level of adult, over-the-top mayhem associated with the pseudo-sport. ECW will be rated "M" for Mature and will maintain all the adult language and violence found in the wrestling promotion itself. As ECW picks up speed and viewership (through their new show on TNN and payper-view events), count on seeing the game make a similar splash when it hits shelves next spring.

Marvel vs. Capcom Sequel?

Reports out of Japan indicate that Capcom is working on a follow-up to Marvel vs. Capcom. According to reports, the game will his arades first (running on Naomi hardware) and head to the Dreamcast half a month later. Capcom officials state that such a game is purely runner. I guess will find out whether or not the game actually exists sometime next month...

The Dreamcast's Second Coming?

Shiny main man and all-around "people" preson, David Penry, has confirmed to the masses that Messiah will be striving on Dreamcast. "I have decleded today (actuelly just nowl with we will do a Dreamcast version of Messiah. We will not be giving to to another team; we will do it ourselves, and do it the way it's supposed to be done. I think that, based on the unique style of gameplay, it will add really, really ricely to the Dreamcast's game library."

Shen Mue Gives Sega The Old Financial Push

Sega's stock jumped up as much as 7.7 percent after it was announced that Shan Mue's release date would be moved up. Shares in Sega rose as much as 160 yen to 2,230, their highest intraday mark since Sept. 21. An estimated 720,400 shares changed hands as of mid-mornino. surpassing the

six-month full-day average of 582,226. Sega hopes to ship at least a million copies of *Shan Mue* through March; as you may recall, the game has cost Sega several billion yen to develop. Regardless of all of this, Sega expects to post a loss of 19.8 billion yen (S185 million). This is the third year in a row the company has posted a loss. Sega blames the tremendous cost of launching the Dreamcast as the reason for the loss.

Duke Gets Some On The PlayStation 2

Take Two recently announced that it has acquired the worldwide rights to publish a *Duke Nukem* game for the PlayStation 2. Concurrently, Take Two

entered into a development agreement with n-Space, the developer of Duke Nukem: Time to Kill for the PlayStation Take Two expects to release a title based on the characters from the Duke Nukem franchise for the PlayStation 2. Take Two also has several other key titles in development for the PlayStation 2.

Namco Confirms Two New DC Projects

In the new issue of the Official Dreamcast Magazine. Namco's Consumer Business Director Hirokazu Harakuchi delivered the news all Dreamcast fans wanted to hear: Namco is still a multi-platform developer, despite their projects with Sony. On top of this. Mr. Harakuchi confirmed that Namco has two Dreamcast games in the works as we speak! No word vet on what the projects are, but both of the titles should see the light of day next vear Woohoo!

Dreamcast... One Million Sold And Counting!

Sega just informed us that the Dreamcast has gone platinum in just over two months of existence in the United States! The million sell-through mark comes in advance of the busiest buying time of the year: The post-Thanksgiving and Christmas mall stam-

As a basis for comparison, the PlayStation (which launched in September '95) sold one million units in one and a half years, according to NPD Group of Port Washington, NY. Industry analyst, Sean McGowan of Gerard Klauer Mattison, believes that "One million units in the United States has long been considered a minimum threshold for a platform to be considered successful, and it's a level that usually takes longer than 90 days to reach.

"Sega Dreamcast's milestone is the interactive entertainment industry's equivalent to having a record go platinum or having a movie reach the \$100 million mark," says Chris Gilbert, senjor vice president of sales. Sega of America. "By hitting the one-millionunits-sold landmark, it is clear that the Sega Dreamcast consumer has moved beyond the hardcore gamer and into the mass market." Gilbert continues. "We anticipate a record-breaking holiday sales season, for both hardware and software like those seen by the must-have products of past years, including Tickle Me Elmo, Furby and Beanie Babies."

Dreamcast on the level of Elmo. Furby and Beanie Babies... be still, my heart! What's next, Pokemon?!

Sega To Publish Maken X In North America

We have learned today from Atlus that they will not be publishing their recent Japanese release, Maken X in North America. The company has instead decided to let Sega handle the publishing duties: expect the game to be hit our shores late Q1 or Q2 of 2000.

Sega Not Publishing Shen Mue

Sega is not publishing Shen Mue. ever, never, ever! What, has Yu Suzuki's classic been canned? Hell no! It seems that CRI, the research institute of CSK (parent company to both CRI and Sega) will be publishing the title. I'm not clear what the reason for this is, perhaps just passing the costs of the project along to another arm of the company or something of that nature. So, Shen Mue will be presented by AM2 of CRI-weird eh?

Square Pledges More Support For Handhelds

According to Japanese newspaper Nihon Keizai Shinbun, Squaresoft will allow Bandai to publish over nine titles for their WonderSwan handheld system. It gets even better-three of the upcoming nine will indeed be based on the Final Fantasy, Romancing Saga and the Secret of Mana series

The news publication also reports that Bandai hopes to enter the handheld market next year in North America in order to compete with Nintendo's Game Boy Color.

Online Console

Gaming Taking Over PCs?

"The future is now... Soon you'll be able to play Mortal Kombat with a friend in Vietnam" -Jim Carrey, The Cable Guy

Who would have known that just a few short years after the crazy. speech-impaired cable guy spouted one of the greatest movie quotes of all time, it would all come true? Console online gaming is here, folks... and according to a recent report by Datamonitor, the online console craze will reach over 45 million homes by 2002-surpassing PC online gaming by a whopping 20 million!

In their report; "Online games and gambling in Europe and the US, 1999-2004," Datamonitor said there would be 165 million consoles in the United States and Europe by 2003. The game software market itself will continue to grow exponentially until 2003, when it will be worth \$17.2 billion, with the console market accounting for \$12 billion and the PC market \$5.2 billion.

"The console phenomenon is coming online and console user-friendliness will bring an increasing number of gamers to play online," said Datamonitor senior analyst Frederic Diot. "While online gaming is currently a complex affair, console manufacturers will strive to implement a click-and-play online gaming experience through their respective consoles."

It's coming folks-game consoles are ready to take over the world!



website."

-Bill Roper, Blizzard North

www.mpog.com/pvp

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only to spend your days punishing your

body to the breaking

point, without the hope

A Man In Uniform Loves Us...

Greetings Postmeister, You may be wondering why you are receiving mail from the Marine Corps. Welling receiving mail from the Marine Corps. Welling you and the rest of the GameFan staff my praise. Before I abundoned my life of electronic biles to jump into the despeat parts of Hell Itself you stry large the properties of the Postmeior Corps. Welling the Corps. worked at a used wide game stops. Then, I would happily play each and every video game imaginationer. It was the perfect life.

But I've wonted to be a plot all or my life, so here I am in Marier boot came, two weeks from becoming a Marine, and all I can think of is video gamed Some popels may wonder why, but I know why. The reasont Once a gamer, always a garrier, why. The reasont Once a gamer, always a garrier point I depended on them to keep my vallet full. My former boes, knowing my true gaming spirit, and the foreign toce see that Would be miserable to the fullest extent. So to help his former, loyal memployee and not an examed for the gaing away Partier Buffalls, Cale), his sort me a package that Partier Buffalls, Cale), his sort me a package that Soptember Size of Gamefar Massach. Was he Soptember Size of Gamefar Massach.

Instantly, the previous shaping and moding of up 70 Pill Instantons melled away and twee restored to my former video garning glory. When Hurricane Trigyd hit, and we ever executed, held 20 hours of cramped that three to enjoy at lad your hard void and arrived for each page. You truly do have an astrounding magazine. I regret not being a ble to pay homege to the Gamefine staff with cookies or the like, but we recruits do not have such things to give visible to the page to the competence of the properties of the

Private Recruit Murray, USMC Parris Island, SC

If it were within my power, I would have shed many a solemn tan for your excommination from the world of video games... but as all loyal many a solemn step of the production of the production

wit, the integrity, and above all... The Postmeister! My friend, you truly rate among the hard-core, because you have endured hardships the likes of which exist only in most gamers' worst nightmares! The deprivation of caffeine and junk food, of a break for a little electronic refreshment to save off the pain. Such insane dedication to video games has earned you the honorary price as you serve your country, it is a price as you serve your country, it is a revoke, in your traugles, always aremember... one day you may find yourself a high-ranking officer in a Postal Presidency, where your only oldy you to the masses. I must be a price of the price of the presidency where your only only you to the masses. I must be a price of the your as song on my lips and a spring in my step... It

has also given me complete appreciation of the

phrase, "Military Intelligence!" Semper Fi, Private

Lament For The Rusiness Of Gamina

Dear Postv

Murray... game on!

Pardon the low-tech chicken scratch, but my old Collegiate (3rd or 4th-hand) petered out, and... oh, well.

My humble thanks to you for actually designing to speak of lighting-gener games in the Boember issue. Parhaps Soul Callubr has felopened a few issue. Parhaps Soul Callubr has felopened a few consistency fews, "See" it shall a discounter Ned Just to play Fighter's Destiny in the cool comfort of my ornation, you, "See" it's trail a discounter Ned Just to play Fighter's Destiny in the cool comfort of my ornation, "See the sale of the virtual layl known as Meiling at least, please don't say the Net I has games. A Cankingsinger product, as I irremember. But of course, you are light about the rest of it.

But of course, you are light about the rest of it where. Nintando's door a really commy job in the gene. Within is one of the reasons (a high terms where the product of the produc

As for Namoo, they used Soul Calibru as a throwavey bargaining chip and have now stripped & plundered Tekken 4 to get Tekken Tag Tournament to Sony by March. Sad. At least Square (almost a subsidiary of Sony now) didn't screw anything better up to develop The Bourner'in the same time frame. The SADDEST thing here is that the Namoo brass kissed off the DC before the US Soul Calibru launch! That was just... what... another bargaining chip? Crap.

Is Rare really going to do a decent genre game for the Dolphin? When will we be getting particulars? And who'll be doing what for this Microsoft X-Box (with its proposed superior chipset)? I gots to know!

Sarasota, FL

I don't want to rush you. I mean we're only on the casp of a new millenium here, but they have these new fangled devices now called "computers" and the seem to be all her rage with the youngeters... I want to see the case of the case

know, nothing in the video game industry escapes the even-watchful eyes of Tile escapes the even-watchful eyes of Tile escapes the even-watchful eyes of Tile escapes the even-watchful eyes of the end even-watchful eyes of the eyes of th

Now, let's move on to Namco's decision-making process when it comes to the Dreamast. I'm forced to agree with you on this one, their decision was completely devoid of any compassion for the legion of Dreamcast owners who were knocked unconscious (like the swift application of the S.T.B.) by the unspeakable glory of Soul Calibur. But this business isn't about the love, it's about showin' publishers the money... and if Namco thinks they're going to make more money on PlayStation 2, then that's where their focus will fall. The up side is, we'll get killer Namco games on the PlayStation 2... the downside is, if you don't own a PS2, you're gonna be out of luck. That's the curse of the hardcore; you've always gotta be on the cutting edge. It's obvious you've got questions... and the best

solution (barring the purchase of one 'o these newfangled Personal Computer doohlickeys) is to read GameFan religiously... for as Private Cowboy so rightly pointed out this month, it is within these hallowed pages that, over time, all of your most difficult mustions will be answered!

can questians will be answe

Dragon Ball Z Doesn't Stink?

Dear Postmeister,

In the June issue 1999, you stated that Dragon Ball Z stunk. When I read this I was ever any, because DBZ RULESI Just because the other DBZ games weren't a big hit, that doesn't mean all of them will fall. Haven't you heard of trial and error? They tried to make a good DBZ game, but it failed. But they can keep trying with DBZ games. Hope I wasn't too bossy, but that is how I feel.

PS: Could I get some DBZ posters for free from you maybe? PLEASE!

Andrew Ferguson Taylor, Michigan

Andrew, my friend, it is me when I laugh should will reading it electree sent my way. but today, I have done just that: I believed long and loud, and laughter. I believed long and loud and laughter will be to be reid to the laughter will also be reinfit from the healing power of laughter. When the leading power of laughter. When the laughter auticides I look a minute to and your left to the laughter will be an interest to any long to the laughter will be a laughter

However, though the DBZ characters you know and love are not present in these games, may laying est two titles which deliver a similar style of game play without the Dragon Ball trappings? Get yourself a Dreamcast, and try out Psychic Force 2012 and Power Stone (if you have a PsilyStation, grad Power Stone (if you have a PsilyStation, grad Power Stone (if you have a pains grad extracters brawing) in these two games are actually your favorite Dragon Ball flighters, then the illusion is completed.

And no, you cannot have any of my DUZ posters; after all, because I feel so strongly that DBZ stinks, I want to keep all of these excellent DBZ stinks, I want to keep all of these excellent Dragon Bell's most devout fam. Now, seriousiz-, and the FLEF. I way goes into immediate effect. (Note for the sarcastically-impaired: I don't have you've provided to the property of the property provided by the provided provided to the series. Please do not send letters hoping to trade for, or you've hor nor-sistenit posters that I've used to mine to self, and if they were, I'd have put them on 68by by now.

Intro To Game Programming 101

Dear Postv.

I have a problem and I really need help. I am a computer programmer (currently in college) and I have taken languages such as Perf, Java (visual Jav.); C++ HTML, etc... I'm getting together with a lot of my friends and we are going to make a game. The problem is...we don't know where to start. We're not looking to make anything complex, we are follows:

1. What language do most gaming companies use? (We decided to use C++)

 Is there any specific tools or software that we need to use?
 Could you give us any pointers that would help us out in making games in C++, being that we are

beginners! Richard Lee & Heather Kunn

Via the Internet

Ahh, not content to simply play and enjoy the fruits of other programmers' offorts, Lee & Vian Productions has decided to travers.

the fruits of other programmers' efforts. Lee & Kunn Productions have decided to traverse & the slippery slope of game design on their own! It's a noble quest that you now find yourselves on, but yes... there is a tremendous lack of information available on how you can get start-ed on creating your own video game! Back in

the day (and we're talking Apple and Commodore, here), there were a variety of magazines that published all the code you needed to make your own, simple game. Those days, unfortunately, have long since faded into memory. Video games now cond of thousands of lines of code... and it can be a daunting task for any startup programmer!

 Most developers use a combination of Assembly Imachine language and CC++ for their games. Assembly language runs the fastest but C and C++ are usually easier has programmer to read and understand... and more importantly, for DTHER programmers to read and understand, since most of these games are developed by teams of coders.

 Most developers and up creating their own sets of tools, depending on the job they need done. There are only a handful of public domain game design tools available, but they can all be located on the located.

The best pointer I can give any hopeful game designer is to know your chosen programming language very well before you begin. Designing and programming a video game is an enormous undertaking, and it requires both solid tearmvork, and knowing your code backward and forward.

For intermediate programmers, there are several freewire game engines with source code available, so you can hack around in existing games to see what makes are not led Software boom is one example. Many people got their feet wet in level the script editors of many popular games let you get a little experience in changing a game's parimers. And of course, for everyone with extra each to burn, Sony offered the Net Yaroze for programmers who wanted to improve their chops on the many show wanted to improve their chops on the curryline you is to be patient, and take buby steps... after all, Quake we not built in a dot's

Get Yer Captain Buck Decoder Ring...

I believe I have broken the code for Sony's

launch next year. Sony is oft taken to using dates that display number power such as 3,955 93-96, etc.. Hardy anything works well as 9,955 93-96, etc.. Hardy anything works well to see that the second of the seco

digital 0 = 00 digital 1 = 01 digital 2 = 10

2, 1, 0 launch!!! = 10/01/00 launch!!!

Captain Buck

My friends, my fellow gamers, this is what can happen when you spend too much time on the Internet, watching the X-Files and over-indulging in the canned meats I have so vehemently insisted we eliminate from the aisles of un ration's supermarkets. Our close, personal or the supermarkets our close, personal mind, and we should all keep him in our thoughts as he struggles to keep his feet planted

floating among the clouds. Buck you and Twiggy don't seriously think Sony's engineers took the time to consult the marketing department, devising a twissed methodology for reversing the prospective release date into a series of binary algorithms that would keep computer science majors at bay for weeks, perhaps even months, trying to solve the riddle of the PlayStation 2 launch date... do you?

on the earth... because his mind is definitely

My good friend and "In Living Color" alumnus, Damon Wayans, was absolutely right... the mind is, truly, a terrible thing to use.



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